

PRIMA'S OFFICIAL STRATEGY GUIDE

COMMAND & CONQUER YURI'S REVENGE™

RED ALERT 2 EXPANSION

ALL NEW UNITS AND
STRUCTURES DETAILED



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COMMAND & CONQUER YURI'S REVENGE™

Prima's Official Strategy Guide

Steve Honeywell

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**3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
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Product Manager: Jennifer Crotteau

Project Editor: Michelle Trujillo

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Chapter 1: Introduction

Your Situation Report

There was peace for a short time when the Allied Army finally conquered the Soviets. With Russian Premier Romanov in custody, there seemed to be no major threats to upset the balance of power. Just when things were at their calmest, the Soviet dissident Yuri surfaced.

Yuri had originally been a part of the Soviet Army, but he defected. With his ability to control the minds of others, he was a large and frightening threat to world peace. It was also rumored that Yuri had conducted a number of experiments in genetic engineering. Little more was known about him.

Yuri's sudden appearance came as a shock to the Allied command. When he did surface, he was ready to strike. After the last war, Yuri developed a new technology called the Psychic Dominator. With this, Yuri could control the minds of millions, effectively taking over the entire world. Allied forces mobilized immediately to prevent this catastrophe.

The Allied strike was only partially successful. Harrier jets flew in and crippled the madman's power supply but were unable to destroy the Psychic Dominator on Alcatraz island. Now the situation is critical. Yuri must be stopped.

The Allies have an additional problem. Former Soviet Premier Alexi Romanov has heard of the current trouble with Yuri. Using Allied time travel technology, he hopes to take his forces back in time not only to stop Yuri, but to refight the war against the Allies!

How to Use This Book

Because *Command & Conquer: Yuri's Revenge* is an add-on for *Command & Conquer: Red Alert 2*, this book assumes some familiarity with the original game. Therefore many basic game elements are not explained in this guide. While you need not have played *Red Alert 2* to play *Yuri's Revenge*, you do need to have it installed on your computer.

It is impossible for a book of this size to be a complete reference for a game such as *Yuri's Revenge*. One of the game's strengths is that all the missions can be completed in a variety of ways and that each unit has multiple functions and can accomplish a number of objectives. In all cases, a suggested path has been given through a particular



INTRODUCTION

mission with additional suggestions for other ways to complete your objectives. In some cases, very quick methods of finishing a mission are listed as well. Many of the missions have two or three equally legitimate ways to complete them, all of which were suggested by various game testers or the mission designer. As many of these variant strategies as possible have been included.

The flexibility of the game means another caveat regarding the mission walkthroughs. All the methods used in the walkthroughs work, but they are by no means comprehensive. Every gamer has his or her own preferred strategies and units. If you can't build Prism Tanks or Kirovs fast enough, the game will accommodate your strategy. If you love to garrison buildings, you'll find this to be effective in missions where there are buildings to garrison. If, however, you prefer other units and like to keep your GIs deployed by your base, you won't have any greater difficulty in finishing each mission. In other words, the walkthroughs work, but they are merely one possible path through a given mission.

All of the missions were played on the Normal difficulty setting. Gamers attempting to complete the missions on Easy will have much less to contend with in terms of enemy attacks and defenses, while players trying to get through the game on the Hard setting will find it tougher going. Normal was selected as a good common ground and as the choice most players use the first time around.

Finally, it was a rare privilege to be at Westwood Studios Irvine, CA, office in the final days of the creation of *Yuri's Revenge*. It offered a unique chance to watch the testers, programmers, designers, sound, network, and other staff play this game against each other in a competitive tournament. The bulk of the pictures in the final chapter of this book are from one of these tournaments, giving you the chance to see the actual multiplayer strategies put into effect by the people who know more about this game than anyone.



Chapter 2: New Units and Structures

Allied Forces

The Allied forces have remained much the same as in *Command & Conquer: Red Alert 2*. They've added several new units, giving them additional power. They also have a single new structure that is tied to one of their new units.

Allied Units

Guardian GI

The Guardian GI is an advanced version of the standard Allied GI, which is reflected in its cost: double that of a standard GI. Like the standard GI, the Guardian GI can be deployed in a small bunker for additional protection and added range. The main difference is that the Guardian GI is armed with a powerful anti-vehicle and anti-air weapon. Weak against infantry when deployed, the Guardian GI is the perfect complement to the standard GI. The combination offers excellent protection against armor, infantry, and air power. Guardian GIs are substantially slower than normal GIs, and they're unable to garrison civilian buildings.



The Guardian GI is equipped with both anti-vehicle and anti-aircraft weaponry.

TIP *Guardian GIs aren't crushable by enemy vehicles when deployed. This makes them even more effective against tanks.*

Navy SEAL

Navy SEALs made an appearance in *Command & Conquer: Red Alert 2*, and they've now been added to the standard arsenal for the Allied army. They are otherwise unchanged. Navy SEALs can take out virtually any enemy infantry unit with a single short burst of fire, but are ineffective against vehicles. Navy SEALs destroy enemy structures with C4 charges, wiping them out instantly.



Navy SEALs have many of the same features as Tanya, but are susceptible to being mind controlled.

NEW UNITS AND STRUCTURES

Robot Tank

The new Robot Tank is a small hover vehicle that packs a powerful anti-vehicle weapon. Its strength is that it has no human pilot, making it completely immune to all mind control devices and units. Like Attack Dogs, it's unaffected by Yuri Clones, Yuri Prime, Psychic Towers, Master Minds, and the Psychic Dominator. However, unlike Attack Dogs, the Robot Tank is an excellent defense against all these units and structures. The Robot Tank's weakness lies in its controlling device, the Robot Control Center. If this structure ever goes offline from a power outage, all Robot Tanks immediately cease functioning until power is restored.

TIP When moving Robot Tanks over water, be very careful with your power. Losing control of the tanks causes them all to sink and be destroyed.



Robot Tanks have no human pilot, making them an excellent defense against Yuri's mind control technology.

Battle Fortress

The new Battle Fortress is the single largest increase in power for the Allied army. This massive structure is effectively a mobile garrison. Up to five infantry units can be placed inside, and can shoot out of the Fortress' many portholes. Better, any infantry unit can be placed in the Battle Fortress, making it much more effective than a normal garrison.

The massive Battle Fortress is almost as useful empty. It's capable of rolling over walls and even crushing vehicles the way tanks roll over infantry units. It's an expensive weapon, but is well worth the price.



The Battle Fortress is a mobile garrison that can steamroll infantry and vehicles.

TIP A good combination for the Battle Fortress is four Guardian GIs and one Navy SEAL. This gives the vehicle excellent anti-air, -infantry, and -vehicle capabilities.

Allied Structures

Robot Control Center

The Robot Control Center is required to build Robot Tanks. If the Robot Control Center goes offline for any reason, either power failure or destruction by enemy action, all of the Robot Tanks immediately lose power and drop to the ground. If you plan to use Robot Tanks extensively, make sure this structure is well protected and make sure you have more than enough power.



The Robot Control Center is the nerve center for all Robot Tanks. Without this structure, Robot Tanks are useless.

Soviet Forces

Yuri's defection stripped the Soviet army of several of its most interesting and useful items. Not only did they lose Yuri, the Soviets can no longer build the Psychic Sensor or Cloning Vat. To replace these losses, Soviet scientists have developed several new technologies that significantly increase Soviet power and flexibility.

Soviet Units

Boris

The Soviet counterpart to Tanya is Boris, a true warrior in all senses. Although he's vulnerable to air attacks, Boris is capable of destroying infantry and vehicles with his powerful weaponry. When confronted with an enemy building, Boris can call in an air strike of MiGs, which shred anything they target. This attack is vulnerable to air defenses, but usually strikes quickly enough to eliminate its target. In short, he's more capable than Tanya against vehicles, but less capable against structures.



The loss of Yuri as a Soviet hero has brought Boris to the battle for the Russian cause.

NOTE Like all hero characters, Boris is immune to mind control, Yuri's Chaos Drones, and being crushed by vehicles.

NEW UNITS AND STRUCTURES

Siege Chopper

One item the Soviet arsenal has lacked is a long-range artillery weapon more reliable than the slow, easily intercepted missiles of the V3 Launcher. The solution to this problem is the Siege Chopper. When it's not deployed, the Siege Chopper is an attack helicopter that's effective against infantry, but weak against structures and vehicles. Deployed, the Siege Chopper unfurls a massive cannon that causes excellent damage to buildings and ground units.

It's a difficult unit to use well, because each of its modes has a particular weakness. When it's not deployed, it's very vulnerable to anti-aircraft fire. Deployed, the Siege Chopper can be mind controlled and can't retaliate against air targets.

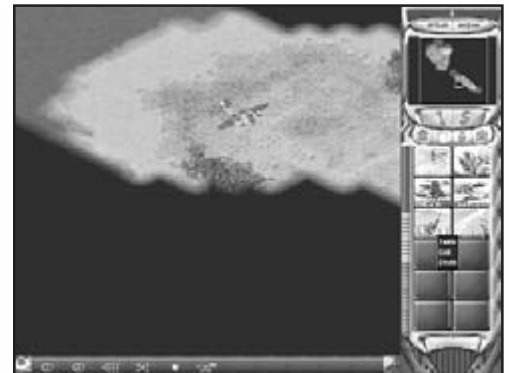


The new Siege Chopper has the range and power of the V3 Launcher without the problems associated with a missile that can be intercepted.

TIP Consider using deployed Siege Choppers in different locations to minimize their weaknesses.

Spy Plane

Building and placing a Soviet Radar begins production of the Spy Plane. This device, usable every few minutes, reveals a selected section of the map shroud. Like all air units, the Spy Plane is subject to being shot down, but anything it reveals will remain visible on the radar map. This is an excellent way to reveal an enemy base without risking your other units.



The Soviet Spy Plane is used to scout locations and reveal sections of the map shroud.



Soviet Structures

Battle Bunker

Few tactics are more effective at stopping ground assaults than a garrisoned civilian structure. With that in mind, Soviet engineers have developed the Battle Bunker. This structure is essentially an oversized pillbox that can hold up to five Conscripts. It functions in all ways like a garrisoned building, but has the added benefit of being placed wherever the Soviet army decides it needs additional defense. This structure can be built as soon as the Soviet army places a Construction Yard, even before a Tesla Reactor is built. The Battle Bunker doesn't draw power from the Tesla Reactors.



Soviet armies gain the benefits of garrisoned buildings without needing civilian structures nearby.

TIP Fully garrisoned Battle Bunkers are the most effective low-end base defense available to the Soviets.

Industrial Plant

The Allies have the Ore Purifier to increase the value of the ore they mine. Yuri has both the Grinder (See Chapter 3) and the Cloning Vat to get something for nothing. The new Industrial Plant is a large structure designed to help the Soviet army produce vehicles more quickly and efficiently. When placed, this structure reduces the production cost of all Soviet vehicles by 25 percent and increases the rate at which they are produced by 25 percent. With this structure in place, you can produce five of a particular vehicle for the price of four, and in the same amount of time.



It's expensive and a drain on power, but the Industrial Plant pays for itself with the creation of just a few units.

NOTE The Industrial Plant becomes available as soon as you place a Battle Lab.

Neutral Structures

Force Shield

The Force Shield can be used by any of the three armies. It begins charging as soon as a Battle Lab is placed. When activated, the Force Shield completely protects a small radius of structures from all damage for about 30 seconds. The cost of the Force Shield is that it completely turns off your power for a full minute—shutting down all base defenses and, if you're controlling an Allied army, turning off your Robot Tanks. It's a desperate measure, and one that you won't want to use too often, but when you need it, it's a good last-ditch defense.



The Force Shield protects a structure or two from all damage, but shuts off all your power for a minute.

TIP Be particularly cautious of using the Force Shield when using Robot Tanks in defense. Shutting off your power can leave your other units open to Yuri's mind control if you are relying heavily on these units.

Tech Structures

Hospital

The Hospital was a part of *Command & Conquer: Red Alert 2*, but it has been dramatically upgraded. With the original Hospital, you had to move your wounded troops into it to have them healed. Now, once you take a Hospital with an Engineer, all of your infantry units are automatically healed regardless of their location on the map.



The Hospital has been upgraded and is much easier to use.

Civilian Power Plant

The Civilian Power Plant is nothing more than a power supply. Claiming one with an Engineer adds 200 units of power to your power grid.

Machine Shop



The Machine Shop is effectively a Hospital for vehicles. It's one of the most useful tech structures you can find.

Not a replacement for the old Tech Outpost, the Machine Shop is a new structure that combines elements of the Outpost and the improved version of the Hospital. When captured by an Engineer, all friendly vehicles are automatically repaired at a constant rate. Unlike the Outpost, this structure has no defenses and can't hold off an enemy assault. If you capture one, protect it at all costs.

NOTE Capturing a Machine Shop can eliminate the need for Repair IFVs and Service Depots.

Secret Lab

Secret Labs are found on a few maps. This rare structure allows the player who captures the building to create a particular technology normally found only on the special tech trees used in multiplayer. For instance, a particular Secret Lab may allow for the production of Grand Cannons, Desolators, or Demolition Trucks, normally seen only in multiplayer games and used by French, Iraqi, and Libyan armies, respectively.



The Civilian Power Plant is another power supply, usable by anyone who claims it.



Secret Labs are rare. Claiming one will enable you to make a specific unit that will aid your campaign.

Chapter 3: Yuri's Army



Yuri's Units

Yuri has fewer infantry and vehicle units than either the Allied or Soviet armies. However, his force is extremely diverse, including several unique vehicles. While many of his units do not have a damaging attack, each can either destroy enemies or convert them for Yuri's use.

Infantry

Initiate

Initiates are Yuri's base infantry unit. Like Allied GIs and Soviet Conscripts, Initiates can garrison neutral structures, where they are particularly effective. Initiates fire a pyrokinetic blast that sets the enemy on fire. In general, Initiates are less effective against vehicles and structures, and they have no defenses against aerial units. Because of their shorter range, they are easily handled by deployed GIs and by anti-infantry vehicles such as Flak Tracks and IFVs.



Initiates are more powerful than GIs or Conscripts but have a shorter firing range.

Engineer

Yuri's Engineers are identical to those of the Allied and Soviet armies. Use them to capture enemy structures or repair friendly and neutral buildings. They are noncombatant and easily countered with infantry, especially Attack Dogs.



Yuri's Engineers fill the same role as those of the Allies and Soviets.

Brute

Yuri's Brutes are the result of genetic experimentation. These massive infantry units are too big to enter most structures and cannot enter an IFV. In fact, Brutes are so large that it takes two Sniper bullets to kill them. They can tear apart vehicles, but they're equally effective against infantry units and structures.

Because of their unique method of creation, Brutes are completely immune to any sort of mind control. Additionally, they are too large to crush with vehicles and Attack Dogs refuse to attack them. Brutes heal over time automatically. These units are best countered with powerful anti-infantry weaponry.

TIP While anti-infantry base defenses are good against Brutes, their strength means they will likely get in a few good attacks. Handle a large group of Brutes swiftly and from long range.

Slave

Rather than using massive ore-gathering vehicles, Yuri depends on his Slave Miners. Each of these vehicles houses five Slaves who dig up ore with their shovels and carry it back to the Miner. Slaves are almost completely helpless, having only a shovel for defense.

Virus

Yuri's long-range infantry unit is the Virus. Armed with a long-range dart gun, the Virus generally targets infantry units, killing them instantly with her infected darts. When an infantry target is hit, it immediately contracts a deadly disease, swells up, and dies in a cloud of toxic green gas. This gas briefly remains, infecting nearby infantry units.

Viruses are not much use against structures or vehicles, and their range is slightly shorter than that of the Allied Sniper. Snipers are the best way to stop them. Without Snipers, anti-infantry vehicles are the best choice.



The Brute is a genetically engineered terror that's effective against all ground targets.



Slaves are not a true infantry unit but are used for gathering ore.



Yuri's answer to the Sniper is the Virus, who infects other units.

Yuri Clone

One of Yuri's proudest accomplishments is his ability to clone himself. He sends these carbon copies of himself out onto the battlefield to influence the minds of his enemies. Yuri Clones can mind control one unit at a time, bending it to their will and turning it against its former friends. These dominated units can then be used in combat or sent back to Yuri's base for a place in a Bio Reactor or to be recycled in the Grinder.

Yuri Clones protect themselves by unleashing a wave of psychic energy in a small radius. They have no other weapon and are very vulnerable to Attack Dogs. Yuri Clones are immune to mind control.

Yuri Prime

Yuri Prime is the hero for his army, the counterpart to the Soviet Boris or the Allied Tanya. Like Boris and Tanya, Yuri Prime is immune to mental domination and cannot be crushed by enemy infantry. He is similar to his clones in his abilities, but much more powerful.

Not only can Yuri control infantry and vehicles, he can mentally dominate structures, turning them to his side. Yuri can dominate virtually any structure, including base defenses. Like his clones, Yuri Prime protects himself with a wave of psychic force. His psychic blast is much larger and more powerful than that of his clones.

Vehicles

Slave Miner

Unlike the Allies and Soviets who have mining vehicles that move back and forth between Refinery and ore field, Yuri's Slave Miners simply take the Refinery to the ore field. This strange vehicle is a combination miner and Refinery all in one. A Slave Miner moves to the closest ore field, and after it gets there, deploys and sends out five Slaves to gather ore. These Slaves are replaced automatically if killed. The Slave Miner has a small machine gun to protect itself and its Slaves. When mobile, the Slave Miner auto-repairs itself, and it can be repaired by an Engineer when it's deployed.

NOTE If a Slave Miner is destroyed, all Slaves attached to that Miner are freed and convert to the side of the player who destroyed the Miner.



Yuri Clones mimic Yuri's mental powers, but have a shorter range.



This is Yuri himself, a more powerful version of his clones.



Yuri's unique method of mining saves him the trouble of moving to and from an ore field.

Lasher Tank

Yuri's basic tank is the Lasher. A light tank, the Lasher has relatively thin armor compared with similar units. What it gives up in terms of defense it makes up for in speed. The Lasher is equally as effective against infantry as Grizzly Tanks and Rhino Tanks, and it's just as capable against other armored units.

TIP *Because most of Yuri's other vehicles are highly specialized, he relies on Lasher Tanks for his main attacking force.*

Gattling Tank

While the Allies have prism technology and the Soviets rely on their Tesla equipment, Yuri's scientists have created Gattling weapons. Gattling weapons rely on the rapid spinning of gun barrels to create a massive wall of shells that rip through infantry and aircraft. The longer a Gattling Tank fires at a given target, the faster the gun barrels spin and the more damage the weapons do. Regardless of the weapon's speed, Gattling Tanks do minimal damage to armored units.

Chaos Drone

Chaos Drones are robotic vehicles armed only with a small gas jet. When deployed, the Chaos Drone creates a cloud of gas around itself in a small radius. Most enemy units caught in this gas go berserk, attacking the closest friendly unit at an increased rate and power until the effects of the gas wear off. Chaos Drones have no other form of defense. Robot Tanks and Terror Drones are effective against these units.

NOTE *Any unit immune to mind control is immune to the gas of Chaos Drones.*



Lasher Tanks are fast, but not as heavily armored as those of the Allies or Soviets.



Gattling Tanks are good against infantry and excellent against aircraft.



Chaos Drones attack by causing enemy units to fight each other.

Magnetron

This unique vehicle carries a powerful electromagnet that draws enemy vehicles toward itself. A vehicle captured in the Magnetron's beam is picked up off the ground and pulled toward this long, thin tank. Once the vehicle is next to the Magnetron, the beam shuts off, dropping the enemy immediately and shaking it up. Any nearby units that can strike aerial targets can hit the vehicle while the Magnetron draws it close. The magnetic beam is also extremely effective at tearing apart structures.

TIP Use Magnetrons to pick up ships and drop them on land. This destroys the ship immediately!

MCV

The Yuri MCV is identical to those of the Allies and Soviets except that it deploys into a Yuri Construction Yard and allows the production of Yuri structures.

Master Mind

Yuri has both units and structures that can mind control enemy units. The natural progression of this technology is realized in the Master Mind. This tank-like vehicle can control up to three enemy units with no problem. However, the Master Mind automatically controls units that approach it, and controlling more than three damages it. The more units it controls, the more damage it takes. This can be an effective way to get rid of Master Minds. Because aerial units are immune to mind control, attacking from the air also works well.



The Magnetron is a powerful support unit that renders enemies temporarily unable to defend themselves.



Starting a Yuri base requires the MCV.



Master Minds can control three units at a time without problem. Controlling more damages them.

Floating Disc

The Floating Disc looks like something out of a science fiction movie. This spinning disc may look harmless, but it's one of Yuri's most effective weapons. In addition to being armed with a powerful, all-purpose laser, the Floating Disc has several other fearsome properties.

If this unit hovers over an enemy power source such as a Power Plant or Tesla Reactor, it immediately shuts off the power in that base. It can likewise turn off a base defense by hovering above it. Finally, if a Floating Disc hovers over an enemy Refinery, it drains the money inside, adding it to Yuri's coffers. These units are best countered with anti-aircraft vehicles mainly because a Floating Disc can shut off enemy anti-aircraft defenses by turning off the power in the base.



Floating Discs are Yuri's lone aerial unit.

Amphibious Transport

Yuri's Amphibious Transports are identical to those of the Allied and Soviet armies.



Yuri moves units over land and water with Amphibious Transports.

Boomer Submarine

Yuri's attack fleet is made up entirely of Boomer Submarines, which are the equal of both Allied and Soviet navies. Boomers are stealth units capable of sneaking under enemy radar and destroying ships with their powerful torpedoes. Boomers can surface and launch pairs of ballistic missiles at ground-based targets, making them a threat to structures located far inland. These missiles can be destroyed by anti-aircraft fire, which makes such defenses necessary against Yuri's navy. Boomers are best handled with either Destroyers or Attack Subs, Dolphins, and Giant Squids.



The Boomer Submarine is both an anti-ship vehicle and a long-range artillery unit.

Yuri's Structures

As with his units, Yuri has fewer structures than the other two armies. At first glance, his base appears to lack important components, such as a Service Depot. But, Yuri's structures form a system that is just as efficient and effective as those of his enemies.

Base Infrastructure

Construction Yard

Yuri's Construction Yard is identical to those of the Allies and Soviets, except that it produces Yuri's other structures.



Yuri's Construction Yard is the heart of his base.

Bio Reactor

The Bio Reactor is similar to Tesla Reactors and Power Plants in that it provides power to run the rest of the base. Each Bio Reactor can also hold up to five infantry units, either Yuri's own or those captured by his Psychic Towers, Master Minds, or Yuri Clones. Each infantry unit placed inside a Bio Reactor generates an additional 100 units of energy to help power the base.



The Bio Reactor provides power on its own and can also draw power from infantry units.

TIP Any captured units placed inside a Bio Reactor revert to their original owner's control when they are deployed or the Bio Reactor is destroyed.



Slave Miner

Slave Miners are considered vehicles as they drive from place to place in search of ore. Once near an ore field, they deploy into a structure. For a full description of this unit, see the section on Yuri's vehicles.



The Slave Miner is both a vehicle and a structure.

Barracks

It looks like Yuri himself and produces Yuri's infantry units, but otherwise, this structure is identical to Allied and Soviet Barracks.



Yuri creates all of his infantry units at his Barracks.

War Factory

Yuri's War Factory creates all of his ground and air vehicles. It also produces Slave Miners. It is otherwise identical to the Allied and Soviet War Factory.



Yuri's unique vehicles are produced at his War Factory.

Psychic Radar

Yuri's Psychic Radar has three important functions. First, it generates a radar map as does the Allied Air Force Command and Soviet Radar. Second, like the Psychic Sensor it was based on, it allows Yuri to know beforehand the targets of incoming enemy units and plan for their attacks. Third, the Psychic Radar generates Yuri's Psychic Reveal, which allows him to uncover a small section of the shroud every few minutes.



This interesting device has several important uses.



The Psychic Reveal is handy for locating enemy bases. More importantly, it can't be shot down like the Soviet Spy Plane.

Submarine Pen

Yuri's Submarine Pen is similar to the Allied and Soviet Naval Yards, except that it creates only Amphibious Transports and Boomer Subs.



Yuri creates Boomers and Transports at his Sub Pen.

Grinder

Yuri does not have a Service Depot in his base. Instead, he uses the Grinder. Anything placed inside this massive device gets broken down into its component parts. The Grinder returns full price for vehicles and half for infantry that are sent into it. He can send his own badly damaged units to the Grinder and can also recycle units he has captured with his mind control abilities.



Rather than repairing damaged units, Yuri simply destroys them and recycles their parts.

Battle Lab

Yuri's Battle Lab allows him to create many of his unique and deadly weapons and structures as well as his two super weapons. It is identical in all other respects to the Allied and Soviet Battle Lab. The Battle Lab is the basis for each side's Force Shield. Once placed, the Force Shield begins charging. If the Battle Lab is destroyed, the Force Shield is no longer available.

Cloning Vats

This structure is identical to the one possessed by the Soviets in *Command & Conquer: Red Alert 2*. When Yuri creates an infantry unit at a Barracks, an exact duplicate of that unit is created at the Cloning Vats. This clone can be sent into battle, giving Yuri two units for the price of one. The extra unit can also be used to add power in a Bio Reactor or sent to the Grinder for cash.

TIP The Grinder returns full price for vehicles that are sent into it and half for infantry.

Genetic Mutator

Yuri's work with cloning and genetic mutation has led to the Genetic Mutator. This massive structure converts infantry units into Brutes by changing them at a genetic level. Yuri can convert his own infantry into Brutes, but the real power of this device is that it also can transform enemy infantry into Brutes under Yuri's control. Attack Dogs are immune to this genetic change and if they're in the radius of effect, they're killed.



This strange device turns infantry into Brutes under Yuri's control.



This structure allows for most of Yuri's most deadly technology.



Cloning Vats create infantry units when built at Yuri's Barracks.



Yuri transforms a group of enemy infantry into Brutes, who are already in position inside the enemy base.

Psychic Dominator

The Psychic Dominator is the pinnacle of Yuri's mind control technology.

Usable anywhere, this super weapon sends out a massive blast of mental force that does two things. First, the blast is highly destructive, killing or damaging units and destroying buildings in a wide radius. However, vehicles aren't damaged, they're only susceptible to mind control. Second, any unit caught in the blast's middle takes no damage but instead immediately converts to Yuri's side. Once dominated by this device, a unit falls permanently under Yuri's control. Nothing, not even the destruction of the Psychic Dominator, can release it from mental slavery.



The effects of the Psychic Dominator are permanent—once units are controlled, they are immune to further mind control.



While the blast of force destroys buildings, the mind control brings everything at the center of the blast to Yuri.

Base Defenses

Tank Bunker

Yuri can build Tank Bunkers as soon as he has placed a Construction Yard. This structure can house one tank or tank-like vehicle. Essentially, anything with a turret (except Magnetrons) can be housed inside a Tank Bunker. The structure adds significantly to the power of the vehicle as well as increases its defenses.



The Tank Bunker is analogous to the Soviet Battle Bunker.

TIP *Gattling Tanks placed inside Tank Bunkers are especially dangerous.*

Gattling Cannon

Gattling Cannons are Yuri's most prevalent base defense, mainly because of their effectiveness against all enemies. Like Gattling Tanks, this weapon is most useful against air and infantry targets, but it can also damage armored units. The longer this device fires its spinning cannons at a single target, the faster the barrels spin, increasing the amount of damage done. Destroying Gattling Cannons should only be handled by armored units or attempted when power to Yuri's base has been cut off.



Most effective against infantry and air units, Gattling Cannons can attack any incoming unit.

Psychic Tower

The Psychic Tower is a base defense designed to add to Yuri's force rather than destroy attacking enemies. This device can mind control up to three enemy units at a time, turning them to Yuri's side. These units can then attack former friends, protect the base, or be sent to the Grinder, freeing up the Psychic Tower to control other units. The best option for destroying this structure is to attack from the air, from extremely long range, or to rush it and overwhelm it with potential targets. Cutting off power to the base also works well, because Psychic Towers do not function when Yuri's base is underpowered. If the Psychic Tower is destroyed or loses power, then all units under its control revert to their original owner's control.



A well-placed Psychic Tower can turn any advancing enemy column on itself, blunting the attack before it gets to the base.

Citadel Walls

Yuri's Citadel Walls are identical to the walls built by the Allies and Soviets save for their appearance.



Citadel Walls allow Yuri to protect his vital structures.

Chapter 4: Basic Strategies

Money

Command & Conquer: Yuri's Revenge is a game of economics. The side that outproduces the other, wins. Added resources mean more money to build defenses and units, for repair, and for the creation of super weapons.

But you don't want to always be thinking about your economy. The ideal situation is to get your economy running to the point where there's a constant flow of money. This way, you can think about protecting your base and destroying the enemy instead of where to find additional funds. The following ideas can help.

Increasing Production

The surest way to increase the amount of ore you bring in is to add miners and Refineries. One Chrono Miner or War Miner doesn't bring in enough ore, so increase your number of miners as soon as you can. You can build them as soon as you place a War Factory, which should be your initial goal in most missions.

A trio of miners brings in a decent amount of money at a relatively constant rate. As soon as you build and place a War Factory, build two miners to add to your income production. You may find that adding a fourth or fifth miner benefits you eventually, but for the initial stages, three miners is a good combination of income production and freeing up your War Factory for the creation of vehicles.

Adding a second Refinery isn't always necessary, but there are situations where it makes sense.

Bringing in a new Refinery is important when you can place one near a distant ore field. If, by taking a Tech structure or capturing an enemy building, you can drastically shorten the time it takes for your vehicles to travel between Refinery and ore, you can increase your income without the need to build more miners.



The single Chrono Miner (on the right) won't bring in enough money to keep this base producing. You need more of them to maintain an adequate cash flow.



Yuri has multiple Slave Miners. It makes sense to have multiple miners yourself.

NOTE *When you build and place a Refinery, you automatically get a new miner.*

Check on your miners periodically. Miners go to the closest location of ore until it's exhausted, then move on to the next closest spot. At times, you'll want them to mine in a different location, either because of enemy action or because you've found more valuable ore elsewhere. Also, a miner always goes to the last field it went to as long as ore remains. This means that your miners will ignore a previously depleted ore field even when it starts to produce again. Sending a miner to a nearby ore field that has started to produce ore again saves time, which means you'll get your money faster.



If you take this Oil Derrick, you can place a Refinery next to it, making your trips between this ore field and the new Refinery quick and efficient.

NOTE *Ore fields with a drill at the center continue to produce ore throughout the mission.*

Always mine gems first. The multicolored gems are worth twice as much as the standard gold-colored ore. Taking gems first gives you more funds at the start (making it easier to bring in additional miners) and prevents your enemy from taking it later on.

To really maximize your ore production, try these tips that save a second or two on each trip and add a few extra ore loads over the course of the mission. First, place each Refinery as close as possible to the nearest ore field. Saving a couple of seconds on the trip to the field and, in the case of War Miners, the trip back, means getting ore that much faster.



Mine gems whenever you see them. They bring in twice as much money as normal ore.

TIP *Because Ore Refineries have the dump-off spot for miners on the right side, save even more time by building your Refinery to the west of an ore field.*

Along the same lines, always mine the closest ore field first. This means quick turnaround time and more money coming in faster.

Another way to gain a lot of money at once is by finding a money crate. These appear in several missions. Details on collecting these money crates are noted in the walkthroughs in chapters 6 (Allied Missions) and 7 (Soviet Missions). For a quick burst of cash, nothing's better than a money crate.

You also gain money by capturing Oil derricks. Oil derricks give you a quick burst of cash (about \$1,000) and then provide a steady income. More information on capturing and using Oil derricks can be found in chapter 5 (Advanced Strategies).

Denying Resources

The other side of the economic coin is that if you can prevent your enemy from bringing in cash, you can outproduce him. Destroying your enemy's ability to mine means he or she can't replace losses and has fewer resources to attack your base. There are several ways to go about this, but all revolve around the same basic concept.

The first way is to destroy enemy miners and Refineries at every opportunity. Of course, this is easier said than done. Allied Chrono Miners tend to chrono back to their base just as you're about to destroy them. War Miners and Slave Miners are both armed, which makes destroying them a risky proposition. Also, War Miners and Chrono Miners auto-repair themselves, as do Slave Miners in vehicle mode. Still, it's worth trying. Use powerful anti-vehicle units, pursuing War Miners when you can and simply waiting for Chrono Miners to return to the ore field.

The best solution is to attack in force and destroy the units before they can escape. Against Slave Miners, there's another trick. If you have a unit that can hit from long range (Snipers are excellent for this), target the Slaves instead. While this leaves the Slave Miner functioning, it prevents Yuri from generating any income.

Another way to deny resources to an enemy is to move protective units into an ore field. This devolves to the same thing—destruction of enemy miners. Place a few tanks in an ore field to attack enemy miners. It may even keep enemy miners out of the ore field in the first place, leaving it for your miners to exploit.



Keep defensive units in an ore field to prevent enemy miners from taking it.



Money crates appear in several missions. Get them whenever possible. They increase your money significantly.



The Soviets and Yuri have an advantage in protecting their ore fields. Their War Miners and Slave Miners can attack enemy miners.

Base Creation

Building your base poorly can leave you vulnerable to attack and make it easier for your enemies to eliminate you. With a few pointers, you can create a base that maximizes your defenses and ability to move your units from place to place while maintaining a solid defense that is difficult for the enemy to crack.

Position any structure that produces ground units so those units can move through your base easily. You want to send both infantry and vehicles to either side of your base, so leave open space between your buildings. Ideally, leave a gap large enough to move a tank between all of your structures. This creates roads between your buildings, allowing your vehicles to move around quickly. When you are pressed for space, place two buildings next to each other, but only do this with smaller structures and never put more than two next to each other in any one place.

Place your producing structures (typically your Barracks and War Factory) near the front of your base, where the units they produce can be sent out into defensive positions or toward the enemy base immediately. Place other structures, such as power-producing facilities, your Construction Yard, super weapons, and so on, safely in the back ranks of your base, out of the line of fire.

Don't forget about base defenses. You need these everywhere, especially if your enemy is the Allied Army. Because the Allies have the Chronosphere and Chrono Legionnaires, they can drop units into the back of your base at a moment's notice. Having base defenses in the back and on your flanks prevents surprise attacks.



In this base, the Barracks is placed where new units can reach the front lines quickly while the Industrial Plant and Tesla Reactors are safely in the back.



While this is an extreme example, there's plenty of room to move units between all the structures. You can make your base quite a bit tighter than this one.



This base has plenty of tanks, but no structures and not enough units guarding the back.

Base Destruction

There are about as many ways to dismantle an enemy base as there are to create one. Your tactics depend on the way that base was created, the number and power of base defenses, the access you have to the power source, and more. While there is no perfect way to destroy a base (just as there is no

perfect base), some guidelines can assist you in wiping out an enemy base quickly and efficiently.

First, hit from range whenever possible. All of the armies (both in single player and multiplayer) have at least one unit that can strike from beyond the range of enemy base defenses. The Allies have the Prism Tank, the Soviets have both the V3 Launcher and deployed Siege Choppers, and Yuri has Magnetrons. Use these units to knock off base defenses at the front of an enemy base, making penetrating the actual base much easier. All of these units have weaknesses, though, and must be protected by other forces.

The destruction of base defenses is an important part of eliminating the enemy base. Make base defenses your first target. If you reduce the enemy's ability to damage your units, you increase your own units' ability to cause mayhem. Attack the most powerful defense first, then proceed to other nearby defenses that are striking at your attacking force.

A shortcut to knocking off a base is knocking out the base's power. This takes all but the most rudimentary base defenses offline. You'll shut down Allied Prism Towers, Soviet Tesla Coils, and Yuri Psychic Towers and Gattling Cannons if you can destroy enough of the base's power supply. With no defenses to contend with, you can destroy the more important structures in the base interior.



These Prism Tanks can hit Yuri's Gattling Cannons while staying out of base defenses' range.



Mass your forces against base defenses to minimize the damage your forces take.



Destroying Bio Reactors shuts off the power to Yuri's Gattling Cannons.

TIP *Taking power offline is even more important against Allied foes, because this shuts off the Allied Robot Tanks.*

Once you breach a base's outer defenses, head for the Construction Yard immediately. Until the Construction Yard is gone, the enemy's losses can be replaced. The computer-controlled Yuri you face in the single-player missions is particularly adept at replacing his lost structures, bringing more Bio Reactors online almost as quickly as you can destroy them. By knocking out the Construction Yard, you leave your enemy unable to replace any structure losses. This is nice in the case of a Bio Reactor, but potentially crippling in the case of a War Factory or Barracks.

Once the Construction Yard is down, eliminate any War Factories or Barracks. Against Allied enemies, also take out the Air Force Command to prevent the creation of Harriers or Black Eagles. Prioritize destroying super weapons to prevent the enemy from using them on you.

Beyond this, target structures that are expensive and/or hard to replace. Given the choice between a Grinder and a Battle Lab, destroy the Battle Lab. Not only does this prevent the creation of some of Yuri's best units, it also costs him about \$1,000 more than replacing a Grinder would cost. Force the enemy to spend money that doesn't directly produce new units, and you've won a large battle in terms of outproducing the enemy.



With power shut down, these Robot Tanks head for Yuri's Construction Yard at the top of the screen.



Here are plenty of targets. The Psychic Tower is a good first choice, followed by the War Factory, the Genetic Mutator, and the Bio Reactors.

Unit Veterancy

From time to time a small yellow chevron appears next to one of your units. This indicates that the unit has been made a "Veteran" level unit. In general, Veteran units move and attack faster and often have additional armor and/or increased range. This turns weaker units into potential powerhouses and more powerful units into juggernauts.

Beyond the first level of veterancy, units can also become Elite, represented by three chevrons. Elite units gain even more upgrades of a generally similar nature to Veteran upgrades. Greatly increased range and power and a shortened time between shots are the main benefits of Elite status. If this weren't enough, Elite units auto-repair (or auto-heal in the case of infantry).

TIP Units move from normal to Veteran by destroying three times their initial production cost. They move from Veteran to Elite by destroying another three times their creation cost.

Because of the benefits of Veteran and Elite status, it's worthwhile to get as many units promoted as possible. The difference between an Elite unit and a normal unit is significant. For instance, while a normal IFV has no chance against a Lasher Tank, an Elite IFV can destroy one easily. An Elite IFV can also destroy garrisoned buildings from beyond the range of the garrison and then quickly kill the expelled units.

TIP Some units, such as Kirovs, gain a new weapon upon reaching Elite status as well.



The Veteran and Elite units here are faster, do more damage, and fire farther than their non-veteran counterparts.



This Elite IFV can destroy the garrison without risking a single scratch.

Garrisons

Creating garrisons is a great way to add defense to an area, effectively protecting it from enemy ground units. The initial cost is high, but it costs less over time. Where a group of tanks would eventually be worn down by enemy action, a garrison can attack without risking the units themselves, destroying entire columns of enemy units efficiently.

A garrison is nothing more than one or more of your base infantry units placed inside a neutral structure. Once inside, the unit can fire at any ground unit that comes within range. Being inside a structure significantly increases the damage the unit does. The units inside are immune from damage until they leave the building or are forced out when the building is destroyed or badly damaged. The greater the number of units inside the garrison, the more damage the garrison can do.

NOTE Each neutral structure has a capacity. Extremely small structures can hold only a single unit while the largest can hold up to 10.

Whenever neutral structures are near your base, garrison them as soon as possible. This acts as an additional form of base defense, slaughtering anything that approaches. At worst, you'll damage and delay enemy units or force the enemy to attack via another path. At best, you'll completely shut down enemy access into that part of your base.

The largest garrison fully loaded with troops costs \$1,000 for the Soviets and \$2,000 for both the Allies and Yuri. This gets pricey if you garrison extensively. Select buildings that are on the main enemy attack route toward your base, gathering points for enemy troops, overlooking your base, next to captured Tech structures, or overlooking the enemy position.

To destroy a garrison you have several choices. The worst choice is to rush in with a group of units. You may destroy the garrison, but you'll lose a lot of units. A better choice is to hit from the air.

Garrisons have no defense against aerial attacks.

The best method is to attack from outside the range of the garrison, using Siege Choppers, V3

Launchers, Prism Tanks, or Magnetrons. After the units are expelled from the building, your ground units will be in position to destroy the enemy infantry.



Yuri tries to sneak a few Gattling Tanks past this garrison. They won't last long.



The units in the garrison on the left fire on one of Yuri's Slave Miners. While the structure takes damage, the units inside are safe.



V3 rockets destroy the building while Apocalypse Tanks move into position to attack the Initiates as they are expelled.

TIP *Destroy a garrison from the southeast if possible, because expelled units always exit in this direction, putting them directly in your line of fire.*

As long as damaged buildings are still standing, they can be repaired by Engineers. This can be a good way to create a garrison in a badly damaged city area. Also use Engineers to repair damaged garrisoned structures. In general, repair only those neutral structures that are near your base or that give you a particular advantage. If there is another neutral building that gives you the same advantage, choose it instead. You may as well save the price of the Engineer whenever you can.

TIP *Units in garrisons now receive Veteran and Elite levels. While you will not be alerted to the promotion until the unit leaves the building, they gain all of the benefits of that promotion while still garrisoned.*



The green-roofed structure is badly damaged but still standing. An Engineer can make it fit for a garrison.



Chapter 5: Advanced Strategies

Tech Structures

The various tech structures available in a given mission mean the difference between moving on to the next challenge and having to start over. Each one has a particular value, but the most important structures are the Machine Shop and Oil Derrick, followed by the Hospital.

Consider the value, first of all, of the Machine Shop. While it doesn't repair your units at a rapid rate, it does continually heal them. This makes it less likely that you will need to pull a unit back to your base during an attack. If you keep even a critically damaged unit out of combat for a few minutes, it's repaired completely, meaning you don't need a Service Depot unless you want to build an MCV. For the Soviets, a

Machine Shop is of value because the Service Depot is the only other way, short of stealing Allied technology, to repair damaged vehicles. For the Allies, a Machine Shop frees up Repair IFVs, allowing the vehicles to attack and the Engineers to capture other structures.

The benefit of Oil derricks is obvious: money. Capturing an Oil Derrick brings in a burst of about \$1,000 and adds small chunks of \$20 at regular, short intervals. The initial burst is worth twice the price of the Engineer who takes the Derrick. The continual supply of money isn't much at first, but it adds up over time.



If you find a Machine Shop, take it and protect it. This is the most valuable Tech structure you can find.



Oil Derricks are a good way to gain money quickly and add to your income for the rest of the mission.



When you control a Hospital, all of your infantry are healed over time.



Other Tech structures, like the Civilian Power Plant, are useful in particular missions, but are not always worth the price of the Engineer otherwise.

Essentially, having an Oil Derrick is like having an extra miner, but without the trouble of keeping the miner out of combat.

Hospitals are similar to Machine Shops and are doubly valuable because they are the only way to heal damaged infantry units. However, their value is lessened because you will not likely use as much infantry as vehicles. Still, the Hospital is valuable because it heals all infantry units, even those inside garrisons or vehicles.

The other tech structures, namely the Tech Outpost, Civilian Power Plant, and Secret Lab, are more specialized, so they're more valuable in the context of certain missions. For example the first Allied mission and the first Soviet mission demand the need to capture Civilian Power Plants because they are the only available source of power.

In missions where you build your own power structures, the value of Civilian Power Plants is limited. True, the cost of an Engineer is less than that of building either a Power Plant or Tesla Reactor, but building and placing these structures does not usually require the additional investment of units to protect them. They are protected by your existing defenses and units as part of your base.

Protecting tech structures is important to maintaining their value. It's not much good to take a Machine Shop if it's immediately destroyed or captured by the enemy. The preferred way to handle this is by garrisoning a nearby structure, but this is not always possible. Still, if there are neutral structures near a tech structure, this is the easiest and fastest way to defend that structure.

Don't forget to build off of tech structures. Once captured, these buildings are as much a part of your base as your Barracks or Construction Yard. In cases where no buildings that can be garrisoned exist in the area, place a base defense or two around a tech structure to protect it from being destroyed or captured. Don't limit yourself to just base defenses, though. You may find a tech structure near a large ore field, making it a good candidate for a Refinery. A tech structure located near an enemy position might be a good place for a second Barracks or War Factory as well.



You can build both base defenses and other structures next to Tech structures.



This group of units contains Apocalypse Tanks, Tesla Tanks, and Rhino Tanks, making it capable against any enemy force.



Units that can do everything are rare. Here, IFVs protect the Grizzlies against infantry and air attacks while the Grizzlies are useful against vehicles and structures.

Unit Combinations

Consider your units as a part of a greater whole. Instead of thinking “What can I do with this Prism Tank?”, ask “What can I do with this Prism Tank along with the rest of my army?” It’s a subtle distinction but an important one.

With the exception of Apocalypse Tanks, every unit has at least one significant weakness. Rhino Tanks are at the mercy of Guardian GIs, for instance, while Prism Tanks have no defense against undeployed Siege Choppers and Kirovs. Kirovs can’t retaliate against Floating Discs and can be shot down by Gattling Cannons. Even Apocalypse Tanks, while they can attack both ground and air enemies, aren’t flawless. An Apocalypse Tank is easily captured by a Psychic Tower and won’t last more than a couple of hits against a Prism Tower.

Because each unit has an exploitable weakness, think about using units in combinations. You don’t need to be prepared for all possible contingencies, simply because there are some that you’ll never (or almost never) see. You should be able to defend both your base and an attack group from any type of attack. This means you need anti-infantry, anti-vehicle, and anti-aircraft units in every group.

For instance, a good attack group for a Soviet army includes Apocalypse Tanks for their overall power, anti-vehicle capabilities, and ability to strike aircraft. Accompanying these might be a few V3 Launchers for long-range strikes and several Flak Tracks to take out infantry and shoot down aircraft. The Flak Tracks in that group are doubly useful because they can transport a variety of infantry units. Even a set of Conscripts adds some anti-infantry power to the attack, while Tesla Troopers are useful against both vehicles and infantry.

For the Allies, a solid attack group must contain IFVs of some sort. Guardian GI IFVs are particularly effective because they offer the solid anti-vehicle shot of the Guardian GI and maintain some level of anti-aircraft power. A Repair IFV (made with an Engineer) maintains the other vehicles without them retreating to a Service Depot. And Prism Tanks have good range and power in their shot. The fragility of Prism Tanks can be defended with a small force of Grizzly Tanks or Mirage Tanks, making this an effective and efficient group.

Also consider, especially when attacking an enemy base, the opposition you expect to face. In the single-player game, for instance, you almost always confront one of Yuri’s bases. As the Allies, this may mean more reliance on air power, Prism Tanks, or Robot Tanks to contend with Yuri’s mind control powers. As the Soviets, you may go to the air with Kirovs, strike with deployed Siege Choppers, or simply rush with Apocalypse Tanks, hoping that you can destroy Yuri’s Psychic Towers before he can control too many of your units. In either case, the units in your attack group might be drastically different if you were attacking an Allied or Soviet base.



Robot Tanks are always potent against Yuri. They're useful against the Soviets as well, but their strengths are suited to destroying Yuri.

Unit Tricks

There is a single, low-cost, highly effective strategy to maintain base security, significantly reduce the number of assaults on your base, and virtually guarantee that Yuri cannot get his Yuri Clones close enough to do harm. That single strategy is Attack Dogs. In later missions, both as the Allies and Soviets, create a group of Attack Dogs and simply let them roam around the map doing their work as they encounter enemy infantry. A half-dozen Attack Dogs routed to different parts of your base will slowly move out, destroying enemy infantry as they approach to attack. The Attack Dogs get a few Initiates and Viruses along the way, but the Yuri Clones should be their main target.

Again, this is a “fire and forget” defense. Don’t, except in rare circumstances, take the time to actually direct the Dogs to their target. Let them act on their own, chasing down victims. This simultaneously reveals small sections of map. Because they are so inexpensive, Attack Dogs can be readily replaced, and because Attack Dogs don’t gain levels of veterancy, the replacement is just as good. In short, Attack Dogs should be a feature along every major approach to your base.

When they are available to you, build and use your hero unit. Tanya and Boris are powerful, and they have been created that way for a reason. Use Tanya and Boris whenever possible. Both can single-handedly stave off invasions of infantry, and both are immune to mind control and crushing. Both handily destroy enemy vehicles. And, once they get inside an enemy base, both destroy structures, although Tanya truly excels in this area.



Five Yuri Clones are potentially serious, but a couple of Attack Dogs could handle this in just a few seconds.



Hero units like Tanya should be used whenever possible. If you can build them, there’s always something they can do for you.

NOTE One of the reasons Attack Dogs are so effective is that Yuri’s units don’t stop to fight. They won’t stray from their established objective to eliminate an Attack Dog.



Elite IFVs are one of your best units. Increase their rank by placing a powerful infantry unit, like a Sniper, inside.

NOTE Remember that when a Battle Fortress or IFV gains levels of veterancy, the units inside do not.

IFVs are the most versatile unit available. The Soviet army has nothing that can match the variability of this vehicle. In the Allied missions, take advantage of this versatility and use the IFV in its many different guises. Remember that the IFV takes on the characteristics of the infantry unit placed inside of it. A GI turns the IFVs anti-aircraft missiles into machine-gun fire that is extremely effective against infantry, while an Engineer turns it into a repair vehicle that fixes your other units for free. While you certainly want IFVs in their normal mode, having a few with infantry units makes the entire package more effective. This is especially true of your powerful infantry such as Chrono Legionnaires, Navy SEALs, and Tanya, not to mention Snipers when they are available.

Likewise, use the Battle Fortress. It's been mentioned already that a group of Guardian GIs and a single Navy SEAL make an effective Battle Fortress combination. There are other possibilities. Tanya is just as effective as a SEAL inside a Battle Fortress, as is a Sniper. If you have access to Soviet infantry, consider putting Tesla Troopers or Flak Troopers inside a Battle Fortress. The effect is the same as garrisoning troops, with the added benefits of being able to "garrison" units that won't normally go inside neutral structures. Plus this garrison moves around the battlefield.

Using Super Weapons

Arrange your super weapons so they become available at the same time or close to the same time. Consider the following possibilities:

As the Allies, if you have both the Weather Control Device and the Chronosphere ready to fire, trigger the weather storm over the enemy base. When the storm dies off, send units into the area with the Chronosphere. They'll

appear in the middle of a base in chaos and have a little time to act with impunity, destroying buildings that are already badly damaged, knocking out power structures to keep the base's power offline, and taking out crippled base defenses.

The same holds true for the Soviet player. Sending over a nuclear strike wipes out a large section of the base. This, in conjunction with a group of units under the effects of the Iron Curtain can be devastating. Your own units, while invulnerable, survive the nuclear blast as well as the radiation that follows. The radiation should be gone, along with a large section of the enemy base, by the time the Iron Curtain wears off.



The effectiveness of the weather storm can be maximized if you also have the Chronosphere ready. As soon as the storm abates, chrono in a group of units and finish the destruction.



The missile hits, causing destruction and destroying buildings. The Iron Curtain is ready to go, which means that nearby units can be made invulnerable to the radiation.

Consider using your Iron Curtain or Chronosphere on units other than your own. Infantry units are killed by the Iron Curtain, for instance. If Yuri is attacking with a large force of Yuri Clones, eliminate them instantly by targeting them with your Iron Curtain. Likewise, infantry are killed by the Chronosphere. Additionally, the Chronosphere can be used to move any unit to any location, which means you can dump Master Minds into the ocean or pick up Boomers and drop them on land. It may not be the best use of these devices, but it helps in an emergency.

Engineer Tricks

Capturing enemy buildings is always a viable strategy. Capturing also means you may use the structure against its former owner. There are a couple of important guidelines when capturing structures.

Before you capture an enemy building, ensure that there's enough power to run the structure. If you plan to steal structures, build an extra Power Plant or Tesla



Snatching an enemy structure with an Engineer turns it to your side instantly. In a special case, as with the statues in Soviet Mission 5: Escape Velocity, this can mean quickly turning a powerful weapon against the enemy.



There should be enough power to run this Barracks once it's taken. Build another Tesla Reactor, especially if you wish to also capture the Battle Lab and War Factory.

Reactor before you use your Engineer to avoid inadvertently shutting off your own base defenses.

Queue up a base defense and have it ready to place when you take an enemy structure. Expect immediate retaliation from enemy forces. If you have a base defense ready to place, you can prevent, or at least delay, destruction or recapture. Use either a Prism Tower or Tesla Coil because of the power of their attacks.

Barracks are a good first choice mainly because you can then use this Barracks to produce additional Engineers to take other structures in the enemy base. If you can't get at the Barracks, consider taking the Construction Yard or the War Factory.

A final note on Engineers is that they can be used in an emergency situation to fully repair one of your own badly damaged structures. Have an Engineer or two around your base for this sort of emergency. It may seem like a waste of an expensive unit to just repair a building, but if it's a choice between using an Engineer or losing your expensive War Factory to enemy units, the choice is easy.

TIP You also need additional power to run that new base defense. Make sure there's enough before you place it.

Chapter 6: Allied Missions

Mission 1: Time Lapse

The Allied assault on Yuri's Psychic Dominator was only partially successful. The bad news is that the Psychic Dominator is undamaged and ready to strike. The good news is that the attack knocked out Yuri's power supply, at least temporarily. Until Yuri re-establishes his power, the Psychic Dominator is completely useless.

Unfortunately, you're in the same boat as Yuri. You've got a time machine ready to send back a small force to prevent Yuri from activating the Psychic Dominator, but your base doesn't have any power. You must act quickly to take control of four Civilian Power Plants located at various places around the map. With four in your control, you'll have just enough juice to activate the time machine and take care of Yuri before he becomes a threat.

When you gain battlefield control, take a moment to look around. What you'll see is a base that's only partially protected. The first things you need are GIs at the north and east of your base (near the Guardian GIs) and Guardian GIs to the west (near the GIs). Make five of the appropriate type for each location, routing them directly from your Barracks and deploying them when they get into position. Now all three locations are adequately protected, at least initially, against vehicle and infantry attacks.

It's time to ramp up your infantry production. Start creating groups containing a single Engineer and 10 GIs. Have the Engineer repair a civilian building near your base and garrison that building with the 10 GIs. The two buildings to the immediate east of your base and the one to the west should be your top three priorities. The McBurger Kong next to the northern ore field also is a worthwhile capture, as the GIs here will help protect your Chrono Miners against attack.



To further protect your base, add GIs where you have Guardian GIs deployed and Guardian GIs where your GIs are deployed.



Garrison the buildings on either side of the road leading to your base. These two garrisons will stop all of Yuri's Paratroopers.

While you're taking these buildings, Yuri continues to airdrop Initiates to the east of your base. Don't worry too much about these groups. Your Mirage Tanks take care of them quickly enough, and when you garrison the two eastern buildings, you'll have all the protection you need.

TIP *Directly southwest of your base, under the shroud next to the row of damaged houses, is a small gem field. Send one of your Chrono Miners here as quickly as possible.*

Take this opportunity to build a couple of Grizzly Tanks and IFVs and put them between your War Factory and the wall to its south. There will be massed attacks of Yuri's vehicles coming from the south, and units placed here will protect you against these incursions. You'll likely lose a few sections of wall, but this shouldn't hinder you. As long as his units can't get in, you don't have much to worry about. Place a small force of vehicles and a few Guardian GIs near the northern Ore Refinery. The Pillboxes will handle some enemies, but not enough of them.

With your base fully protected against Yuri's strikes, it's time to take a few of the Civilian Power Plants. Again, form teams of a single Engineer and a set of 10 GIs. The closest pair of Power Plants is directly south of your base, so move the team down carefully, trying not to attract any attention from Yuri's troops. Repair and garrison a building as close to the Power Plants as you can. This gives covering fire to your next set of units and protects the Power Plants from Yuri's counter-attacks.



Some of the Civilian Power Plants are guarded by Gattling Cannons. Level them with Grizzlies or Mirage Tanks.

NOTE *The first set of Power Plants is located west of the one already revealed from the mission briefing.*

With a nearby building garrisoned, create a force containing a couple of IFVs and a few Grizzly Tanks and move in on the Power Plants. They're protected by a Gattling Cannon, which should be targeted by your tanks as soon as possible. With the resistance taken out, send down a couple of Engineers and capture both Power Plants. This gives you slightly more than half of the power you need to activate the time machine.

TIP Move down the Engineers early by packing them into IFVs. Engineers can repair your Grizzly Tanks while the tanks destroy the Gattling Cannon.

While you are building the Engineer and GIs for the next set of Power Plants, build a few additional IFVs and place them west of your base, near the Grand Cannons. Although this isn't imperative, have these units here for the second half of the mission, where you'll be headed in just a few minutes.

The second set of Power Plants should be captured using the same method as the first. Move in your infantry units and garrison the building just north of the Power Plants. Be careful here—bands of

Initiates patrol the area. Send in the Engineer when both groups have walked away, then move in the GIs and garrison the structure. You should be able to quell most of the resistance without losing a single unit. When just a few enemies remain, send over your IFVs and Grizzly Tanks from the first Power Plants

and finish off the enemy troops. Then move in a pair of Engineers and grab the two structures.

As soon as you capture the fourth Power Plant, everything changes. Both the time machine and Yuri's Psychic Dominator begin to count down to activation. Fortunately, you have a few seconds' jump on Yuri, and the time machine goes off first. Tanya and Eva are launched into the past, much to Yuri's chagrin.

Now starts the second half of the mission, and things don't get any easier. You've managed to jump back in time, but you couldn't have picked a worse time to arrive. You've shown up right in the middle of the Soviet occupation in the first war. One of the things you'll notice is that all of the civilian buildings are now fully repaired and can be garrisoned by any available troops.



With resistance gone, the two Power Plants are yours for the taking. You're halfway to getting power restored to your base.



Start the next Power Plant capture by sending an Engineer to repair a civilian structure and 10 GIs to garrison it.



The force of IFVs you created earlier will shoot down the Kirov as well as protect the Grand Cannons from the Dreadnought missiles.

This is the main reason you wanted all of those IFVs west of your base. As you appear, the Soviets are attacking with a large group of Dreadnoughts and a single Kirov. Let the Guardian GIs handle the Dreadnought missiles while the IFVs take out the Kirov. You may lose one or two of the Grand Cannons, but don't worry. They'll do a better-than-adequate job of taking out the ships. When the main threat has disappeared, Tanya emerges from the time machine, ready to take action against the site of Yuri's Psychic Dominator on Alcatraz.

TIP *The northernmost Grand Cannon can target and destroy the Nuclear Reactor on Alcatraz. It'll also destroy the fence around the Psychic Dominator, making it easier for Tanya to destroy the building.*

Move Tanya out of the base and send her north. There's one more Dreadnought here, which she can destroy with a C4 charge. With this ship gone, have her destroy the two Scorpions guarding Alcatraz the same way. Be careful—the Scorpions can damage and even kill Tanya. With the ships out of the way, move Tanya onto the island and have her target and kill all the Soviet troops here, with particular attention paid to the Attack Dogs.

Now that Soviet resistance is gone, have Tanya shoot the barrels next to the fence around the Soviet installation. When the barrels go up, the explosion will knock out a large section of fence, giving Tanya access to the Psychic Dominator. All you need to do now is move her in and have her detonate the building with a C4 charge. As soon as it goes up in smoke, the mission ends in success.

NOTE *You can delay the second half of this mission for as long as you wish. As long as you don't capture a fourth Power Plant, you won't go back in time. You can destroy additional enemy troops before activating the time machine.*



Use Tanya to destroy any remaining ships in the harbor.



Tanya can eliminate the Attack Dogs and Conscripts on Alcatraz in just a few seconds. The rest of the mission is a snap.



Once the fence is down, Tanya can destroy the Psychic Dominator at her leisure.

TIPS FROM THE DESIGNERS



If you're willing to take a few chances, it's possible to finish this mission in about five minutes. It takes precision timing and a willingness to do a few things differently, but it's fun to attempt.

To start, as soon as you gain control of the

game, queue up five or six IFVs and route them west of your base near the Grand Cannons. Click on the "Sell" button and sell off all four Grand Cannons, the Ore Purifier, and the Spy Satellite. The reduced power needs means that you require only one Civilian Power Plant to activate the time machine.

You don't even need to produce a single Engineer, since you've got one already placed in an IFV just to the left of your Mirage Tanks. Take one of these Mirage Tanks and the IFV and move them toward the two Power Plants that are revealed to the east. Use the Mirage Tank to take out the Initiates guarding the Power Plants as well as the ones on patrol in the area, using the Repair IFV to keep it in working order. When the area is clear, take the Engineer out of the IFV and send him into one of the two Power Plants. This activates the time machine.

Since you've gone back in time, all of the structures you sold will reappear (you sold them in the future, after all). Your group of IFVs will handle the incoming Kirov and help take care of the Dreadnought missiles. Use the Grand Cannons to take out the Dreadnoughts while your other units on the east side of the base take out the Soviet armored units, which they should do without your needing to pay attention to them.



Sell off everything that isn't essential. Your Grand Cannons, Spy Satellite, and Ore Purifier don't work with the power down anyway, so get rid of them.



Use a Mirage Tank to clear away the Initiates from one set of Power Plants while the Engineer moves up in the IFV.

TIPS FROM THE DESIGNERS CONTINUED

When Tanya leaves the time machine, have a nearby Attack Dog force fire on her, “killing” her. (Don’t worry. Tanya is only wounded, and will be back in future missions.) Without Tanya on the map, you get an immediate reinforcement of six Aircraft Carriers, which will take out the Psychic Dominator much faster than Tanya ever could. Target the building and blow it up.



Force an Attack Dog to “kill” Tanya, bringing in a flotilla of Aircraft Carriers.



Once you go back in time, all the structures you sold will reappear and be working.



The Aircraft Carriers easily destroy the Dominator.

Mission 2: Hollywood and Vain

You won’t be moving too far for your second mission, going just down the California coast to Los Angeles. Yuri has mind controlled the population of Los Angeles and is sending hordes of people into his Grinders, converting them into raw materials for his war effort. Your initial goal is to destroy Yuri’s Grinders and stop the slaughter of civilians.

You start with a small force consisting of only five GIs, five Guardian GIs, and an MCV. As soon as you gain control, deploy everything and start building your base. You’ll have a few minutes before Yuri’s forces begin their attack, so get the base up and running as quickly as possible. Because you start with a good surplus of money, you may wish to build a Barracks before you build an Ore Refinery.

TIP You'll find three action movie heroes on the map. One is just northwest of your base and two are near two of the Grinder positions. These three units can be a major help to you. Each is capable against infantry and is immune to mind control.

As soon as you can, start building teams of GIs to garrison the buildings around your base. Place a few Attack Dogs around your base to protect against strikes by Yuri Clones. Also add Pillboxes around your Construction Yard and Refinery. This will take more money than you have, so once your Refinery is placed, build a War Factory and turn out two additional Chrono Miners to help bring in additional funds.

When your base is ringed with garrisoned buildings and backed up with groups of IFVs and Grizzly Tanks, you can start building in earnest. There are two options here:

The first is to concentrate your attacks toward LAX. If you can capture the

airport, you'll be able to produce Paratroopers, who are useful throughout the mission. On the other hand, every civilian Yuri sends to the Grinder adds to his coffers. It's a better plan to concentrate on the Grinders first, then worry about the airport.

The first thing you need is an Air Force Command structure, which requires an additional Power Plant to run. Once placed, you'll have a radar picture of the area, and will be able to see the locations of the four Grinders. Don't worry if it takes you some time to build up to this structure. Be wary of the assaults by Gattling Tanks coming over the bridge to the southwest. Placing a few Grizzly Tanks backed up by an IFV with an Engineer works well enough to keep them from doing too much damage to your base.



Your starting force is small and Yuri won't hesitate to attack. Get your base producing as soon as possible.

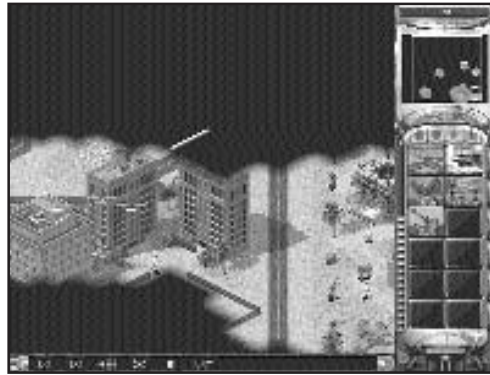


Send out groups of GIs to garrison structures in the area.



The Grinders are easier to deal with than LAX at the moment. They should be your first targets.

Of the four Grinders, the one immediately east of your base is the easiest to destroy. The most efficient way is to send over 10 GIs and garrison the building just west of the Grinder. From here, your troops should be able to destroy the group of three Lasher Tanks, half the Initiates, and the Yuri Clone from safety. Remove the troops from the building when they've run out of targets. Have them wipe out the remaining Initiates, then the Grinder and the Bio Reactor.



Use the GIs to garrison the easternmost building until they have destroyed everything they can hit, then move them out of the structure to mop up.



The Machine Shop north of the first Grinder is a prize worth capturing and protecting.

Move all of the remaining GIs from this group north until you find the Machine Shop. Garrison several structures around the Machine Shop and move up a couple of Grizzly Tanks. When your defenses are in place, take the structure with an Engineer. Now all of your vehicles will be repaired constantly, freeing up any Repair IFVs you have.

To take down the second Grinder, start with an assault by Harriers. A full squadron of four Harriers will have no trouble destroying the Barracks near this Grinder, and when they do, you'll gain the services of an action movie actor, who will help clear out the Initiates in the area. He's unable to attack the Lasher Tanks, though, so pull him back to one of your garrisoned buildings where your GIs can take out the tanks. Send a force of GIs into the area once the tanks are gone and take down both the Bio Reactor and the Grinder. You're halfway home.

The third Grinder is a little tougher because it's guarded with Gattling Cannons and a Tank Bunker. If you have built a Battle Lab (and you should have by now), emplace a small force of Prism Tanks to wipe out everything in the area. Be careful moving in, because Yuri will send in Lashers to defend the area. Support the Prism Tanks with a couple of Grizzlies and a Repair IFV to keep as many of your units functioning as possible.



Harriers can level the Barracks and will gain you the services of a second movie star.

The fourth and final Grinder is best handled with a few air strikes, followed by a rush of GIs. Use the GIs to garrison buildings, moving from structure to structure, slowly closing in on the Grinder. At each stage, your troops should take out a few enemies, weakening the resistance of Yuri's troops. When you finally do attack the main area, you gain the assistance of another actor, who quickly mops up the remaining Initiates. Destroy the Grinder to complete the first part of the mission.



Prism Tanks can easily handle the third Grinder.



The last Grinder is destroyed by your third movie star.

TIP When the Grinders are destroyed, you should have all three movie heroes and you'll be reinforced with a Battle Fortress. Consider putting these three people in the Battle Fortress for a virtually unstoppable armored unit.

Your goal now is to destroy all of Yuri's structures. Place a Spy Satellite as soon as you can to get an idea of the extent of Yuri's base. He's got a massive number of buildings across the entire northern section of the map. It's time to start mobilizing against his forces in earnest now that you've taken out a main part of his income. Start by claiming LAX.



Garrison the structure just west of the gem field. Both patrolling groups pass it, and the troops will destroy all of the tanks easily.

TIP One of the benefits of taking LAX is that you can build next to it. Consider putting a Refinery here to take the two nearby gem fields.

To take the airport, send over a few teams of GIs to garrison structures in the area. If you can kill off the units Yuri brings in to defend the area, you've got a better chance of coming in successfully on the first strike. With garrisoned buildings guarding the way, move in with a group of Prism Tanks to take out the Gattling Cannons ringing the airport.

NOTE *Two rotating patrols of Gattling and Lasher Tanks and four Gattling Cannons guard LAX.*

What remains is fairly simple. If you've managed to keep your Prism Tanks alive, they all should have at least one level of Veteran status at this point, which makes them quite potent. Move them up the left side of the map toward the small base and wipe out everything. Take out Yuri Clones first, followed by vehicles and infantry, then Gattling Cannons, and finally the other structures. You should be able to wipe out this small base without any losses.

Now you can move this force into the main part of Yuri's base. Again, move forward slowly, taking out structures when there are no units attacking you. Your Prism Tanks can hit the Gattling Cannons from outside their range, so you should never take a hit from them. The same is true of the Yuri Clones, who should always be a primary target.

Moving in slowly, eliminating everything you can, you'll soon find that the collateral damage caused by the Prism Tanks wipes out most of Yuri's base without your needing to target it. Eventually, you'll take down enough of his structures that he will simply sell everything he has, giving you an immediate victory. You can take a few mop-up shots at the Initiates as they run past, but once the structures are gone, the conditions for victory are satisfied.



If you've been careful with your Prism Tanks, you should have an almost unstoppable force by the time you reach Yuri's main base.



The Prism Tanks should be able to handle the rest of Yuri's base without any problems.

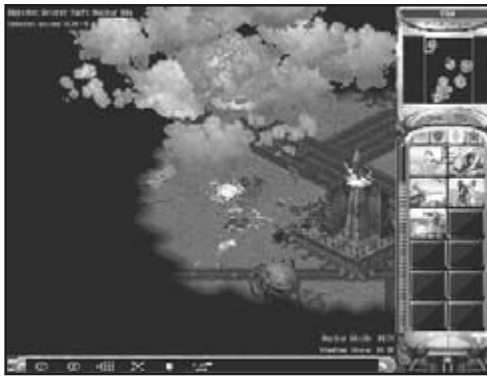
TIP *Be warned that many of Yuri's Bio Reactors hold Initiates. When the structure is destroyed, the Initiates will be released and can attack.*

Mission 3: Power Play

Yuri has moved his forces to Seattle, Washington, in an effort to gain additional funds and resources for his campaign. He has taken over the campus of Massivesoft and has made particular demands. Yuri has the Massivesoft engineers working on a new form of genetic software. He's also holding the CEO of Massivesoft hostage, telling him that he must turn over his fortune to Yuri and his army or suffer a terrible fate. If Yuri doesn't get the money he wants, he'll nuke Seattle using the Nuclear Missile Silo he has built in the area. You don't have much time to lose. Yuri must be kept from gaining access to that money and his genetic experiments must be halted. Most importantly, the silo must be destroyed.

In this mission, you won't have the ability to create structures, so you'll have to make do with what you have. Your first move should be to garrison the Space Needle, which is located just northwest of your base. It has the same effect as a Spy Satellite, revealing the entire map. You should also hit the Bio Reactors in Yuri's base with the Weather Control Device as soon as you gain control. Although this won't stop the countdown on the missile, it will damage his power output dramatically.

Yuri hits your base with a nuke as soon as he can. He takes out both of your Power Plants and your War Factory. This reduces your power down far enough that the countdown on your Weather Control is paused. You need to take away some of Yuri's power and gain some of your own to turn the tide of battle.



The weather storm will destroy all of Yuri's Bio Reactors. It won't stop the missile, but it'll be easier to cut off Yuri's power supply.



Yuri's first nuclear strike is devastating.

TIP Once Yuri launches the missile, sell your Power Plants and War Factory. The missile will still hit in the same place, but you'll get a little bit of cash first.

Fortunately, there's a way to do this. Yuri has Civilian Power Plants all over the city, some quite close to your base. Send up a small force of troops toward the one to the north. GIs can garrison the building just southwest of the Power Plant and destroy the bulk of Yuri's forces. Move up your vehicles next, taking out everything else and prepare for the counterattack. You'll gain reinforcements around this time, so don't worry about leaving your base vulnerable.

TIP Yuri will likely get off a second nuclear strike. He'll use it against your northernmost Civilian Power Plant, which can stand up to the blast. Move the units guarding it away, and repair the structure as soon as the blast hits. When the radiation dies down, send your units back or Yuri will destroy the structure and cut off your power.

Once you've taken a single Civilian Power Plant away from Yuri, the countdown on his Nuclear Missiles will stop. This evens the playing field a little and gives you a good chance to catch up. Make sure your own Power Plants are well protected. Mirage Tanks are very useful for this.

First, garrison a few more of the buildings around your base. Pay particular attention to the ones in the northeast and east, since these guard the way to the Weather Control Device. Send a pair of Engineers to the southwest and claim the two Oil Refineries here for the additional cash they will produce. Send a third Engineer east and north to the Machine Shop located west of one of your Civilian Power Plants. Guard this carefully, adding a garrison to protect it.

TIP The two Oil Refineries are your only source of income in this mission, aside from liberating the Massivesoft campus. Yuri won't attack them, but you need to take them quickly to gain as much income as possible.

It's now time to get your power supply back up and running and add a little muscle to your arsenal. Build a force of 10 or 20 GIs and a pair of Engineers. When the entire team is ready, send them all the way to the right side of the map, straight east from your base. You'll find an unoccupied and unguarded Civilian Power Plant, which should give you enough power to get the Weather Control Device back online. You'll also spot a War Factory, to take with the other Engineer. Now you can create vehicles again, in addition to your overall power. Better yet, with the Weather Control Device back online, you can start dismantling Yuri's forces.



The Power Plant just northeast of your base is the closest, easiest, and best first target.



Grab the Machine Shop as soon as you can. Yuri will patrol this area, so make sure you have a garrison or two to protect this building.

TIP Your best defense against Yuri's Clones, Viruses, and Engineers is a Sniper placed in an IFV. The IFV will quickly gain Veteran and Elite status. Once it does, remove the Sniper, and you'll have two excellent anti-infantry weapons. The Elite IFV is also effective if Yuri garrisons any structures because its range is longer than that of a garrisoned building. Once the Initiates are removed from the building, it can mop them up.

The best target for your next weather storm is Yuri's base. With a carefully placed storm, you can destroy his Barracks and War Factory. This greatly reduces the number of units Yuri can send against you through the rest of the mission. Take out another of his Power Plants first to make sure that the destruction of these two buildings doesn't bring his power back online. The best choice for this is the Civilian Plant across the bridge to your immediate west.

Your next weather storm target should be the Massivesoft campus, located just north of the Power Plant you took from Yuri. Hit the area with the Weather Control Device, then move in a Mirage Tank to wipe out the remaining forces. You'll get a donation of \$15,000 that you can put to immediate use in the form of a few vehicles and more GIs for garrisoning.

From this point on, you should never attack one of Yuri's Power Plants without first hitting it with a weather storm. The storm takes out most of the guarding units. Follow the storm with a ground assault of Snipers, GIs, and a couple of vehicles. If you take the Power Plants, you'll gain a small force of Snipers to help protect it from being retaken by Yuri's Engineer. On the other hand, because you have enough power to run your base, you can also destroy the Power Plants entirely.

TIP The Sniper has a greater range than the Virus. Use a Sniper or a Sniper IFV to target all of Yuri's infantry guarding a Power Plant before rolling in with tanks if you want to take one without using the weather storm.



The Civilian Power Plant and War Factory in the east make excellent additions to your base.



Clearing Yuri's troops from the Massivesoft campus nets you three cash crates worth a total of \$15,000.

You don't need to destroy all of Yuri's Power Plants, but take out a few more. It helps clear the way to his Silo and ensures that the Silo doesn't come back online when you start dismantling his base.

When you've got a few more of his Power Plants taken or destroyed, start using the Weather Control

Device on his base, taking out the War Factory and Barracks if you can. With these buildings down, concentrate the weather storms on groups of units and on the Gatling Cannons guarding the eastern entrance to his base. With three or four good storms, you should be able to reduce your opposition to just a couple of units or a single cannon.

Now move in with a team of IFVs and Grizzlies. Destroy any remaining troops and structures and take out the Silo. As soon as you've destroyed it, the mission ends in success.



Always precede an attack on a Power Plant with the help of a weather storm.



A weather storm or two clears out the vehicles guarding the entrance to Yuri's base. This allows you to get in a team of Grizzlies and IFVs without having to fight.

NOTE *You don't have to take out Yuri's base defenses. With his power offline, his Gatling Cannons don't function.*

Mission 4: Tomb Raided

With his loss in Seattle, Yuri puts his next plan into operation. Before you have a chance to let down your guard, you're alerted to a serious problem. Professor Einstein has been kidnapped by Yuri, who plans to force the doctor to help him complete his network of Psychic Dominators. Einstein is being held in one of Yuri's bases in Egypt. You've been dispatched to retrieve Einstein and then destroy Yuri's forces in the area. The good news is that Tanya is a part of your team at the beginning of the mission.

Start your base as quickly as possible. Build up to a War Factory immediately, and have a few additional infantry units around as guards as well as Pillboxes. You don't have the money for all of this at once, which means you'll be understaffed initially. Once the War Factory is placed, build a Chrono Miner, an IFV, then another Chrono Miner. Place an Engineer in the IFV when it rolls off the line and use it to repair your Tank Destroyers.

As soon as you muster the forces to do so, send a group east to take the Oil Derricks in the south-east corner of the map. If you wait until you place an Air Force Command, you'll be able to build Tank Destroyers to assist in this. You may also wish to place a Robot Control and build a few Robot Tanks for this assault.



Yuri attacks immediately in this mission. A couple of Pillboxes around your base help fight him off.



Claim the Oil Derricks in the southeast corner as soon as you can. They'll give your economy a huge boost.

There are five Derricks here. The best way to move your Engineers to them is to use the NightHawk Transport from your arsenal.

Once you have the oil field, move your surviving units out the back entrance and force fire on the bridge. This keeps the constant assaults on your base to a minimum, easing up the problems you're having at your base. You should now have the freedom to expand your base in relative peace. Do so immediately with the money you gain from the Oil Derricks. Build additional Power Plants and add a Battle Lab as soon as you can.

Now things get interesting. Yuri continues to attack your base, but only with groups of infantry moved over via Amphibious Transports. The units guarding your base should have little trouble with them, although you may want to add a couple of Attack Dogs to protect yourself against Yuri Clones.

Build a massive armada of Robot Tanks and send them across the river toward the base where Einstein is being held. Infantry will be a problem for the Robot Tanks, so once you've cleared out an area of Gattling Cannons, move Tanya over to assist. Send the Robot Tanks around, destroying everything in their path. Don't worry too much about the Psychic Towers because your Robot Tanks and Tanya are immune to control. Blow up everything, including the Gattling Cannons. After you deactivate the power from the base, Einstein leaves the pyramid where he's being held. A NightHawk comes to take him, ending this part of the mission.



Destroy the bridge on the far side of the oil field. This will stop Yuri's units from attacking the Oil Derricks.

ALLIED MISSIONS

Now comes the real problem. Yuri has an entire second base on the eastern side of the map, and it's a tough nut to crack. Continue expanding your base until it includes both a Spy Satellite and a Weather Control Device. Make additional Robot Tanks for your assault team and prepare a group of Prism Tanks. While you're at it, create an Engineer and send him down to the oil field.



An amphibious assault with Robot Tanks works very well. These units can travel over water and are immune to the power of the Psychic Towers.



Yuri's remaining base has a lot of defenses, a lot of power, and a lot of good units.

When you're ready, move the first force of Robot Tanks, the ones that destroyed the first base, into the river. They'll prevent most of the Transports from reaching your shores. The other team of Robot Tanks can start to pick away at the edges of Yuri's base. Snipe primarily at the Gattling Cannons, taking out units when they present themselves. Also, make it a point to knock out any Power Plants and Psychic Towers you encounter. The best place to stage this attack is from the south, giving you the best access to Yuri's Construction Yard.

When your forces are near the Construction Yard, use the Weather Control Device to hit it and knock out any resistance around it. When the storm abates, send in the Robot Tanks to finish it off.

If you've cleared the way, use the Engineer you built to repair the bridge and send over your team of Prism Tanks. They can assist the Robot Tanks in clearing out the rest of Yuri's base. Use the Weather Control Device if it becomes available again.



A weather storm helps knock out a few of Yuri's troublesome structures and units.



Once again, the force of Robot Tanks proves invaluable.

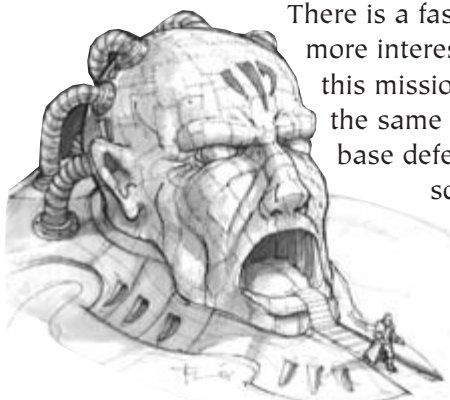
TIP To destroy Yuri even faster, send over a few Chrono Legionnaires to assist in the destruction.

With the base gone, Yuri will likely rush his last remaining forces against you. These forces will probably consist of three Slave Miners, which should be no problem for your force of Robot Tanks and Prism Tanks. Wipe them out and victory is yours. Einstein is safe, the Psychic Dominators aren't built, and you're one victory closer to destroying Yuri completely.



Yuri's final rush will probably be with his Slave Miners. They're tough, but you can take them.

TIPS FROM THE DESIGNERS



There is a faster, more efficient, and more interesting way to complete this mission if you desire. Start the same way, building up your base defenses and creating a solid set of units and Pillboxes to keep Yuri's Clones and Gattling Tanks away from your main structures.

When you're satisfied with your base defenses, select Tanya and move her across the river.

The small section of shroud revealed when Tanya appears shows a single barrel on the outside of the wall. Have Tanya target the barrel. When it explodes, it will take a section of wall with it. Move Tanya around the interior of this base and destroy everything but the Psychic Dominator. Don't worry about the Gattling Cannons. They can't target Tanya because they're placed on the outside of the walls.

When you destroy all of the power at this base, Einstein is rescued. He tells you that he's managed to sabotage the Psychic Dominator. You'll get one use of it before it self-destructs. Use it on the center of the group of nine units in Yuri's base. You get all nine of them, and thanks to the Psychic Dominator, they're immune to Yuri's Psychic Towers.



Swim Tanya across the river to the small revealed area on the map. When she shoots the barrel, she creates an opening into the base.

TIPS FROM THE DESIGNERS CONTINUED

Have these units immediately move to take out the Construction Yard in Yuri's base. With this facility gone, Yuri won't be able to replace any losses. Use the Lashers and Gattling Tanks to destroy all of Yuri's Bio Reactors, taking out base defenses as needed. The Lashers will do an excellent job against the structures while the Gattling Cannons can easily handle any Initiates that escape from the buildings.

This group of nine units should be able to handle Yuri's entire base. If not, send over a force of Robot Tanks to finish them off. Remember that you need to destroy everything to complete the mission—including the Slave Miners and the Gattling Cannons at the first base.



The Psychic Dominator has barely enough range to get this whole group. Target the middle tank and you should get them all.



The force you've dominated can destroy the rest of Yuri's base without reinforcements.

Mission 5: Clones Down Under

Allied Spy Satellites have detected a huge lab in Australia. It seems that this is the main point of operation for Yuri's cloning facilities. Yuri's latest plan is nefarious. Using his Cloning Vats, Yuri will create duplicates of important world leaders. He'll then kidnap the real leaders and substitute his clones, effectively taking control of dozens of governments in one bloodless attack. Naturally, he must be stopped.

This is a difficult mission mainly because you'll find yourself short of funds for almost the entire time. You need everything as soon as possible. Yuri is attacking your position near the Opera House in Sydney from the land and the water. As soon as you can, queue up a couple of Destroyers to handle the attack of Boomer Submarines coming in from the north. Build a War Factory as well and, while you are doing this, start turning out GIs.

TIP *Garrisoning buildings is extremely important in this mission. Yuri will attempt to break into your base from all sides. Take everything in the immediate vicinity of your base, including the Opera House to the north.*

The main goal of the GIs is to garrison the buildings surrounding your base. Yuri hits mainly from the south and east initially, so get your troops to these locations as quickly as possible. He'll be moving in Chaos Drones that cause your troops to go berserk, attacking the closest unit whether it's friend or foe. If necessary, force fire on affected units. When you can place the War Factory, do so and turn out a few IFVs to help take out the missiles from the Boomers.

You need defenses desperately, but you also need money. When the initial attack has died down, turn out a couple of Chrono Miners to assist in your resource gathering. The rest of your funds should be spent on a few Pillboxes, a couple of Grizzlies and IFVs, and scores of GIs. Start moving the GIs south into the blocks of buildings, garrisoning as many as possible. The object is not to fully garrison everything you take, but to garrison as many structures as you can. There will be time to beef up the buildings later.

TIP *When it becomes too difficult to garrison a new building, start adding troops to your existing garrisons.*

The reason for using this tactic is that Yuri is doing the same thing. As you move down into the map, you'll find that Yuri has started to garrison structures as well, taking a few on each city block he comes to. This can be tough to deal with, so try to avoid his structures as much as possible, and take buildings that are out of the range of his garrisons. You'll have time to deal with his structures soon enough.



One of your initial concerns is protecting your Naval Yard. If Yuri gains supremacy in the ocean, he'll devastate your base with his Boomers.



Start garrisoning structures as soon as you have the money to make the GIs.

While this is happening, you'll be informed that the Korean Air Force has come to your aid. A squadron of Black Eagles flies in from the north and destroys both of Yuri's Submarine Pens, which ends the naval threat. Take any ships you have remaining and start moving them toward the long pier next to where Yuri's Sub Pens were. Don't worry about doing this quickly, just move them steadily toward that area, and have them attack everything when they get in range.

Back on land, use any funds you can to add important structures to your base. An Air Force Command is critical even if you don't decide to build Black Eagles for your own air strikes. You need both a Spy Satellite and a Battle Lab for the next stages of the battle. Building these structures, and the power to run them, won't be easy with your constant stream of GIs, but be patient. If you're managing to hold off Yuri's forces, you'll get them up eventually.

Move a group of 10 GIs with an Engineer east from the northern part of your base. Follow the coastline carefully, avoiding Yuri's garrisons until you come to the large ore field. Here you can garrison a small structure and capture a Machine Shop that will help keep your vehicles in top repair. The garrison should protect this structure for the rest of the mission and will help repel a few of Yuri's attacks to the northern part of your base.



The assistance of the Koreans is a huge help, ensuring that you maintain dominance in the water.



This Machine Shop is useful because it repairs your vehicles and because you can add a Refinery here to take the ore efficiently.

TIP Build a Refinery and place it next to the Machine Shop. This will help you efficiently get income from this large ore field.

Continue moving troops south, and send along a couple of Engineers as well. Take the Hospital you find. There's also a relatively clear path to the Tech Airport, which is out of range of Yuri's garrisons on the southern edge of his base. Take both of these structures and protect them with full garrisons of GIs.

Back at your base, build groups of Prism Tanks once you have the technology. Once you have a group of at least five, start them moving toward the enemy garrisons and take them out one by one. When a building is destroyed, the troops inside automatically run to garrison another structure, but your Prism Tanks should be able to kill a batch of Initiates with every building they demolish. Keep them moving in, slowly eliminating garrisons. Beware of massed groups of Yuri's Lasher Tanks, which will tear through your Prism Tanks quickly. Take out as much as possible, building new Prism Tanks to replace your losses.

Did you continue moving in your Destroyers? If so, have them take out the Psychic Tower and the Gattling Cannons on the long pier. Start bringing in Paratroopers along the northern part of the eastern edge of the map, garrisoning structures as you can. Move them toward the small base, taking out the Psychic Tower immediately, then following up with the defensive structures and enemy units. Once you've cleared all of the defenders, go after the Power Plants. Yuri will likely sell off these structures and pull out his troops, right into the path of the garrisons you placed in the area.

With the small northern section neutralized, it's time to hit the base itself. Move your force of Prism Tanks along the western edge of the map and hit Yuri's base from near the Tech Airport. Your tanks can hit from a longer range than anything Yuri can muster, so you should have a field day taking out his Gattling Cannons and units. As usual, pay particular attention to the Yuri Clones and watch out for his Lasher Tanks. The Tank Bunkers here hold Gattling Tanks, which should be no problem for you.



Use Prism Tanks to dislodge Yuri's garrisons, then have the tanks pick off the Initiates as they flee.



The Hospital and Airfield near the bottom right corner are worthy additions to your base.

TIP In this instance, Prism Tanks are better than Black Eagles because the tanks will pick off Initiates as they run from building to building. Black Eagles have to return to rearm after their strike.



If you've taken the Tech Airport, drop your Paratroopers in the northeast. They can help with the destruction of Yuri's main base and his auxiliary base.

TIP *If you build a Chronosphere, you can get a group of up to nine Prism Tanks into the back of Yuri's base quickly and easily.*

The two big prizes in this area are the Construction Yard and the four Cloning Vats. Take out the Construction Yard first, then slowly move in on the Vats, destroying any Psychic Towers first. When you destroy the last Vat, you get a new objective: Destroy all of Yuri's remaining forces.

At this point, mopping up the mission should be no problem for you. You've already destroyed a huge portion of Yuri's base and many of his unit production facilities. Additionally, your Prism Tanks should all have at least one level of Veteran status, making them fast, tough, and deadly. Have them sweep through the remaining units. Anything that gets out will rush your base—right past your garrisons, which will take them down easily. Destroy the last unit to achieve victory.



Bio Reactors are a priority here. If you destroy enough of them, you don't have to worry about the Psychic Towers.



Wipe out the Cloning Vats to complete your initial objective.



With his base destroyed, Yuri attempts a final rush, mostly with Slave Miners.

Mission 6: Trick or Treaty

Yuri is still at large, but at least the war against the Soviet army is over. The Soviets are ready to surrender. Allied leaders are meeting with the Soviets in the Parliament Building in London to ratify the treaty. However, using his mind control technology, Yuri has learned of the meeting and the location. Worse, his source of information is none other than Lieutenant Eva. The situation couldn't be more critical.

At the beginning of the mission, the President and Premier Romanov fly in by helicopter and take position inside Parliament. You're told that the strike from Yuri will come from the east, which creates a problem; there are no buildings to garrison here. Worse, your base is southwest of Parliament. Unless you place structures close to this building, your base defenses won't provide much protection.

TIP *Because there's nothing to garrison to the right of Parliament, concentrate as many of your defenders and defensive structures here as possible.*



Deploy your MCV and build toward Parliament. This allows you to defend the structure with your base defenses.

The good news is that you have some time before Yuri's troops arrive. Use this time to build up your base and defenses. There are several critical aspects to your defense. You must have a War Factory, a Robot Control Center, and, if possible, either an Ore Purifier or a Spy Satellite. The latter two require a Battle Lab, so build this as well. Place at least some of your structures near Parliament so that you can put a few Pillboxes around the building to guard against attacks.

TIP *There are several Oil Derricks on this map. Send an Engineer in an IFV to collect them. Use the IFV to knock over the fence around the Derrick, then move in the Engineer.*

Start your base production immediately, garrisoning the three buildings on your side of the river as soon as you produce GIs to fill them. Place your Guardian GIs to the right of Parliament and deploy them, adding a few more when you can. You also start with two Engineers. Place them just southwest of Parliament, where they can move quickly to repair the building if it becomes critically damaged.



Once you garrison the structures on your side of the river, send GIs across the bridges to take buildings on the other side.

Once your War Factory is built and you've added a pair of Chrono Miners, turn out six IFVs. If you can produce more, so much the better. Build a Robot Control Center and at least six Robot Tanks. Yuri will attack with Flying Discs in this mission, sending the discs straight over the Thames at Parliament. Station your IFVs at Parliament to shoot the Flying Discs down before they get within striking range of the building. Guard the western side of Parliament against Yuri's Master Minds with the Robot Tanks.



Because of their mind control immunity, use Robot Tanks to guard against Master Minds.

NOTE *You can't stop Yuri's forces by destroying the bridges. All of the bridges in this mission are indestructible.*

Once you garrison all of the buildings south of the Thames, continue to produce GIs and send them across the river. Yuri will strike with a large force. By having garrisons here to strike at incoming enemies, you reduce the risk to Parliament. Garrison at least one building by each of the three bridges. Concentrate any extra GIs toward the middle, the path of Yuri's main force.

TIP *If you have time, explore to the north. You'll find a Hospital and a Machine Shop, both should be captured and guarded with a garrison or two.*

While you're producing these units, start working on either an Ore Purifier or the Spy Satellite. Both are expensive, but both are necessary for your success. If you can create both of these structures, work on a Naval Yard. Place it in the Thames either to the right or left of the Parliament building. Create two or three Destroyers to guard against Yuri's Boomers.



Place your Robot Tanks in the Thames to take out the Boomers.

TIP *The Battle Lab is also useful because of the Force Shield. If Parliament is being overrun, use the Force Shield on it to protect it from destruction.*

Yuri's strike will start slowly, and your garrisons north of the river can handle it with no trouble. As the attack heats up, be prepared to have several of these buildings destroyed. Be ready to send the troops to another nearby building as the need arises. Continue to turn out units as you are able. A small force of IFVs and Grizzly Tanks, two or three of each, makes a good strike force to move into position where and when needed.

After a few minutes, the attacks die off and you're alerted that the treaty has been signed. A force of Soviet units moves in from the east on the Thames. The map expands, giving you a larger view of London. If you built the Spy Satellite, you see Yuri's base to the north. It's a large base, crammed with defensive structures.

On this new, larger map, you have several important tasks. The first is to send a few Engineers over the central southern bridge with a GI escort. There's a Hospital and a Machine Shop near the middle of the map, claim both. Send another Engineer up the west side of the map and claim the Oil Derrick against the western edge. With these buildings claimed, it's time to deal with Yuri's navy. Collect all of your ships, including your Destroyers, and sail up the Thames. Knock out Yuri's Submarine Pen using the Destroyers to spot his Boomers. With the naval threat eliminated, use the Dreadnoughts to hammer at the coastline. First, take out the Gattling Cannons, then switch to other targets of opportunity, especially Power Plants.

TIP *Don't forget about anti-air defense. If Yuri manages to get in a few Boomers, they'll decimate Parliament, unless you shoot down the missiles. These defenses also are useful against the Floating Discs.*



The garrisons across the river pay dividends immediately. They blunt all of Yuri's attacks.



Get the Soviet reinforcements to your base and deploy them.



Yuri's Submarine Pen should be an early target. With this gone, your Robot Tanks can assist in the destruction of Yuri's base.

When you have the resources to do so, send over teams of GIs to occupy buildings near Yuri's base. The idea isn't so much to destroy the base with these garrisons, but to ensure that anything Yuri sends at Parliament takes a few serious hits along the way. If you've got your Battle Lab built and placed, create a couple of Aegis Cruisers and place them just north of Parliament. Aegis Cruisers are the best anti-air weapon available to any army, and a group of two or three will handle any Flying Disc threats that appear.

With Yuri's base hemmed in, send over your Robot Tanks. They should take out targets of opportunity, paying special attention to Power Plants, Gattling Cannons, and Psychic Towers. If Yuri counterattacks with infantry, pull the tanks back to one of your garrisons, who will dispatch the attacking Initiates quickly. Break through where you can, adding a few Mirage Tanks and Prism Tanks to the main push.



Aegis Cruisers ensure that no Floating Disc gets close enough to Parliament to do any damage.



Your Dreadnought can help soften up Yuri's defenses.

TIP *Yuri's base is ringed with mind control devices and units. A force of Robot Tanks can be helpful in taking out these structures.*

With Yuri unable to get within striking distance of Parliament, this mission becomes a battle of attrition. Push your way into the heart of his base and destroy everything you come across. Don't worry about taking anything with Engineers—you aren't going to be here long enough to take much advantage of anything you steal.

At this point, it shouldn't take long before you destroy the rest of Yuri's structures and troops. Just keep the tanks moving and the mission will be over in moments.



Yuri's base is ripe for the taking. With his Psychic Towers down, his defenses against tanks are minimal at best.



Once again, Prism Tanks prove to be well worth their steep cost. Nothing reduces Yuri's base to rubble faster.

Mission 7: Brain Dead

With the destruction of Yuri's force in Europe, the arch criminal has gone back into hiding. Lieutenant Eva has returned to the team and has given you vital information. By triangulating the sources of Yuri's transmissions, she has pinpointed his location. Yuri is currently holed up in Antarctica. He has nowhere else to run. A final assault on his position is all you need to complete your victory against him. Move in and destroy him!

Prepare yourself. This is the toughest challenge you will face in the single-player game. Yuri's base is extensive and difficult to crack. He has dozens of powerful units, an extensive array of Bio Reactors, and enough Psychic Towers and Gattling Cannons to fully protect his base. To beat him, you must first take things slowly. Hole up and build. When it's time to strike, you'll do so with force, but you're first going to make an impenetrable base of operations.

When the mission starts, you have a force of five Engineers who parachute in to an old Soviet base. Send one Engineer into the damaged Tesla Reactor and another into the Construction Yard. The other three Engineers should repair the two tents to the west of the base and the communications center to the northeast. Build a Barracks, Ore Refinery, and War Factory immediately.

TIP *There isn't a lot of room at this old Soviet base. Be careful that you don't block in your Refinery, Barracks, or War Factory.*

While these structures are being built, start putting down Battle Bunkers all around the base. You'll want about six around your structures and just outside the walls, particularly to the southwest and the northeast. Load them up with Conscripts. Your War Factory should turn out at least two more War Miners before it does anything else. Add additional Tesla Reactors and set up at least six Flak Cannons, concentrating them mainly to the southeast.

The goal of the mission at this point is to set up a Soviet Radar. Doing so will cause Yuri to attack in earnest. It's a better idea to hold off on this until you have made a truly impenetrable base. Fully explore Tierra del Fuego. You'll find a large ore field to the west, an Oil Derrick, and a Machine Shop. Take them with Engineers and place a Battle Bunker and Flak Cannon near each. The added income is useful, and the addition of the Machine Shop keeps your vehicles in repair.



Your Engineers are enough to take the Construction Yard and Tesla Reactor, as well as repair the three structures that can be garrisoned.



Battle Bunkers are your best defense against Yuri's first attacks.

ALLIED MISSIONS

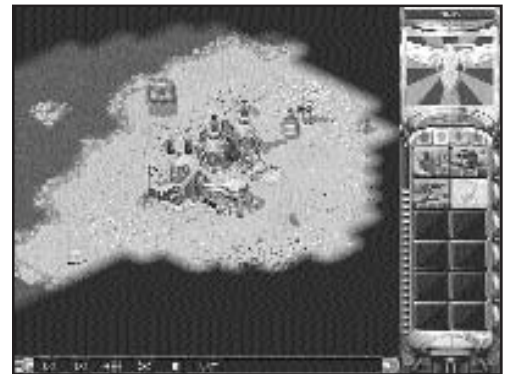
Next, explore the coast. Southeast of your base is a small spot to put down a Naval Yard. Build one and create a force of Typhoon Subs and a single Transport. Move the Transport to your base and load up an Engineer, five Conscripts, and one of your War Miners. When it's ready to go, take the Transport out into the water to the east and explore toward the northeast corner of the map. While the Transport is sailing, pre-build a Refinery and a Battle Bunker, but place neither of them. There's a small island near the corner. It holds both an Oil Derrick and a large amount of ore. Claim the Derrick with your Engineer and place the Refinery and Battle Bunker. Garrison the Bunker immediately and build a Flak Cannon or two to further protect the island. Both of your War Miners will start working immediately, giving you a nice addition to your income.

At this point, you probably have more money than you can spend. The attacks Yuri has been making shouldn't have been too hard to deal with. It's time to start the second part of the mission. Build a Soviet Radar and place it. In a few moments, a new MCV will chrono in on Antarctica.

Now begins the real trial by fire. You should have a load of money at this point, which means you'll be able to build at a constant rate. Deploy the MCV immediately and put down an Allied Power Plant, Barracks, Ore Refinery, and War Factory as quickly as you can. Add anti-air defenses at this base, as well as several Battle Bunkers. Your War Factory and Barracks here should be made your primary structures. Load up the Bunkers and get ready for a battle.



Scout Tierra del Fuego to find this Oil Derrick and a Machine Shop.



Move a team to the eastern island and mine all of the ore.



Once the Radar is built, a new force appears on Antarctica.

TIP Camp your Mirage Tanks on the routes of Yuri's attacks into your southern base as well as in the ore field to the south. These will snipe at Yuri's units as they approach and make his attempts to destroy your base much easier to counter.

Shortly after your MCV arrives, things get much more difficult. Both Yuri's Genetic Mutator and Psychic Dominator come online. You've only got a few minutes to do everything before Yuri strikes, so ignore everything but this base for now.

Add a few Engineers and 10 Conscripts to your force. Send them

south through the ore field and find the two Oil Derricks. Take both and the crate near them, then place Battle Bunkers to protect them. Fill the Bunkers with the Conscripts.

The race now is to build up both the Soviet and Allied tech trees posthaste. Add an Air Force Command to either base, then build both Battle Labs, an Ore Purifier, and an Industrial Plant. You need a lot of extra power for this, so tack on more Tesla Reactors or Power Plants.

TIP Yuri quickly brings his Psychic Dominator and Genetic Mutator online. To minimize damage from both of these weapons, avoid groups of vehicles and especially groups of infantry. If Yuri can't see any infantry units, he won't use the Mutator. If you want to make him waste it, create a single Attack Dog, which he will attack with the Mutator. The Mutator kills the Dog, but doesn't turn it into a Brute.

One way to stymie Yuri's super weapons is to use Gap Generators on your bases. They make it difficult for him to see where your units are. He also won't fire his Genetic Mutator unless you have infantry units where he can see them. Follow the Tip above to get Yuri to waste the Mutator, otherwise, hole up and stay under the Gap Generators as much as possible.



There's not much time until Yuri uses his super weapons. Fast building is the key to survival here.



Grab the crate, then take both of the Oil Derricks.



The Gap Generator keeps this small base shrouded from Yuri.

TIP *The base on Antarctica gets hit constantly by attacks. If you get the chance, add an Allied Repair Depot, and then an Allied MCV, which you should create in the Soviet base. Don't deploy the MCV, but keep it handy. If your Allied base is overrun, you'll be able to start it up again.*

There are several effective ways to proceed. The first is to add an Allied Naval Yard to one of your bases and attack from sea. Be warned, though, that Yuri can use the Psychic Dominator on sea vehicles, and having your own Aircraft Carriers or Dreadnoughts turned against you is very painful. Another possibility is to attack from the air. There are a couple of options to make this assault easier.

NOTE *Another good option is to attempt a frontal assault with Robot Tanks and Prism Tanks. These are either immune to Yuri's Psychic Towers, Yuri Clones, and Master Minds or can strike from outside their range.*

First, add a Spy Satellite. This gives you a good view of all of the targets out there, and gives you precise knowledge of the location of Yuri's Construction Yards and Power Plants. Adding a few extra War Factories also helps. They'll increase the rate at which you build new vehicles.

Once you're ready to go, start making a force of Kirovs, the more the better. A group of 10 causes extreme destruction. Your rich cash reserves and the efficiency of the War Factories result in fast Kirov development; just keep queuing them up. Build them at your Soviet base, at least for now. Thanks to the Industrial Plant and your two War Factories, Kirovs are created quickly and cheaply.



Kirovs are excellent choices for attacking the base. They take a lot of punishment from Gattling Cannons before going down and are immune to mind control.



Use the Kirovs to take out base defenses and Bio Reactors.

TIP *It's helpful to build only a couple of Kirovs at a time, switch your primary structure to the one on Antarctica, and create defensive units there to replace losses. Yuri won't stop attacking this base just because you aren't paying attention to it.*

Your Kirovs are going to draw fire. That's okay, Kirovs can withstand tremendous amounts of punishment. Better, they're immune to all of Yuri's mind control technology. Move them in over the coast and hit everything. Take out both Gattling Tanks and Gattling Cannons first, then move them on to the Bio Reactors. Destroy everything you can with the Kirovs, keeping them moving from target to target. Knock out the Genetic Mutator as well as Yuri's Construction Yards.

TIP *If you've built a force of Robot Tanks, you can get them quite far into Yuri's base because of their speed. With Yuri concentrating his attacks on your navy or Kirov force, a large group of Robot Tanks has an excellent chance of reaching and destroying the Psychic Dominator.*

After you take away his ability to replace buildings, it's a matter of time before you destroy Yuri. Keep after him with the Kirovs, augmenting them with Siege Choppers if you feel the need. Once you destroy the Genetic Mutator, concentrate your fire on Bio Reactors. Your goal is to destroy the power flow to the Psychic Dominator. Doing this disrupts the flow of power to Yuri's Gattling Cannons.

With the power shut off, destroy every Bio Reactor you can find to make sure that it stays off. From there, take out all of the producing structures, paying particular attention to the War Factory first (it produces Gattling Tanks, after all), the Barracks, and Cloning Vats. After this, pick off targets of opportunity. When given a choice, hit Gattling Tanks first, then other units, then structures. Save the Psychic Dominator for close to last.

The reason for this is simple. Once the Psychic Dominator is gone, Yuri sells off his remaining structures and rushes your southern base with everything he has. If you can destroy the bulk of his forces first, this final rush is countered in just a few minutes. If you don't take out enough of his troops first, this attack can overwhelm and destroy all of your southern structures. This is devastating, especially if you lose your Spy Satellite, which will reset the shroud.



The Genetic Mutator's position near the cliff edge makes it an easy target.



It takes Gattling Tanks a long time to destroy a Kirov. Still, you shouldn't ignore these enemy vehicles.

ALLIED MISSIONS

The mission ends when you destroy the last of Yuri's units. With everything of Yuri's gone, the world is safe once again. Yuri is placed in a psychic isolation chamber where he can no longer use his mind control powers.



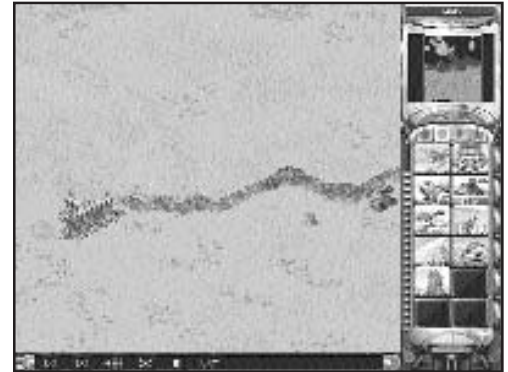
The Psychic Dominator goes up in a cloud of debris.



Don't let this happen to you! Keep your important buildings on the other side of the map so you don't lose them to the final rush.

TIP Because of this possibility, place any essential but non-producing structures—like the Spy Satellite, Industrial Plant, and Ore Refinery—near the Soviet base on Tierra del Fuego.

With Yuri safely away, a new problem crops up. The two timelines, the first war against the Soviets and the second against Yuri are forced to merge. Fortunately, it comes out favorably, and better than you could have hoped. Not only have the Allies remained victorious over the Soviet Army and Yuri, General Carville is alive—the timeline in which he was killed has been eliminated. Congratulations, Commander. The world is truly safe once again.



Remember, you have to destroy everything. Leaving even a simple Gattling Tank functioning keeps the mission running.

Chapter 7: Soviet Missions

Mission 1: Time Shift

As the first mission starts, the American attack on Alcatraz is underway and failing miserably. The Soviet navy arrives, giving you an excellent opportunity. Your goal is simple: while the Americans fight Yuri and Yuri's forces are preoccupied, slip your force into San Francisco and steal the American time machine. With it, you can return to the past and overturn the results of the war against the Allies. With luck, you can defeat both the Allied forces and Yuri, placing the Soviet Union in charge of the world.

With a little patience, this mission is pretty simple. You start with a force of ships and the task of destroying the American navy as well as the Grand Cannons. Send the two Giant Squids in, having each one attack a Destroyer. Your Attack Subs should attack another Destroyer while your Dreadnought hammers the Grand Cannons. It won't take long to destroy the Americans, at which point your armada sails off. Don't worry: you'll get some Transports soon.



Have the Dreadnought handle the Grand Cannons while your other units take care of the Allied navy.

NOTE *Don't worry if you lose your ships. You're automatically reinforced with replacements until the Grand Cannons are gone and the American navy has been destroyed.*

You command a sizable force once the Transports unload. Put the Engineers into the Flak Tracks immediately and start the entire convoy moving toward the Allied time machine. The best route is straight in. Scout ahead with Boris, who can handle groups of infantry easily and can even be trusted to take out an enemy tank if necessary. Find spots where Allied units patrol. Temporarily garrison a building to take out these guard units. Don't leave the garrisons—you need those Conscripts to take the American base.

TIP Boris can handle most of the defenses at the American compound by himself. A Hospital is just south of your landing zone. Capture it with one of your Engineers and guard it by garrisoning your Conscripts in a nearby building.

When you reach the American compound, send in Boris to take out the infantry guarding the area. Put your Conscripts into a building northwest of the base to protect your units against the patrolling Allied tanks. Have your Rhino Tanks take out the Pillboxes guarding the base entrance. Have Boris call in air strikes on everything, particularly the Pillboxes surrounding the time machine. Your other units can handle the Patriot Missiles. Dismantling the Allied base should not take more than a couple of minutes. Move all of your units into the base and get the Engineers out of the Flak Tracks.

TIP With Boris's ability to call in air strikes, save yourself some trouble later by keeping the bulk of your force near the landing zone. While Boris takes the compound, these units are in position to stop many of Yuri's attempts to take the Civilian Power Plants.

Your three Engineers should be more than enough. Keep Boris taking out the Pillboxes and move your other units to the base's southwestern side. Take out the infantry guards on this side as well. When you can, move Engineers in to take both the Repair Bay and the Machine Shop. When you take out the last defenses, you take control of the time machine.

TIP Claim two Civilian Power Plants on the way to the American compound. You can't capture the Service Depot or Machine Shop right away, but you'll reduce the number of Power Plants you need to capture later in the mission.



Your initial force is more than enough to take care of the small American compound.



Boris can handle all the structures on his own.



Garrison the communications center and have your Engineers capture the structures in the American compound.

Now your task is similar to that of the Allies in their first mission: Collect enough Power Plants to run the time machine and take you back into the past. A large group of Engineers airdrops in to your location, giving you more than enough units to complete the job. All you need now are a couple of minutes, your Rhino Tanks, and Boris.

Send the tanks and Boris ahead, moving west to the first Civilian Power Plant. Have the tanks and Boris clear out all resistance and move in an Engineer. Stay put here for a few minutes. Yuri has begun sending out teams of Initiates and Engineers to capture these same Power Plants so he can get his Psychic Dominator back online. Knock out Yuri's units, then move on to the next Power Plant.

Move straight across the map, taking each Power Plant you come to. Again, watch for signs that Yuri is moving on a Power Plant you've taken, and steal it back from him if necessary. With the Allies taking the brunt of Yuri's firepower, you'll soon have the four Power Plants you need. As soon as you take the fourth Power Plant, the time machine activates, hurling your force back into the past.



If you move quickly, Yuri won't have time to capture the Civilian Power Plants you have taken.



This force of Engineers and Boris can capture all the power required to activate the time machine.



Keep your units grouped and you shouldn't lose anything to the dinosaurs.

The time machine works a little too well, though. Rather than sending you back to the first war against the Allies, you wind up 65 million years in the past. Your troops must fend off dinosaur attacks until the time machine can be recharged for another time shift. Keep all your troops together and let them pick their targets automatically. You may lose a few infantry, but you shouldn't have any worries here. Hold for a minute or so and the time machine kicks in again and takes you to the first war and the Soviet occupation of San Francisco.

You reappear in the center of the Allied base. Your units automatically take down the Allied defenses while you are briefed on the situation. Use your Engineers to take over the Repair Bay and the Machine Shop (again), and send the rest of your force west. Don't worry about being attacked through here. The old Soviet base you are looking for is near the map's western edge, slightly north of the bottom.

TIP *You can ignore the American compound if you wish, although the Machine Shop is worth taking. Destroy any Pillboxes to clear the way and move your whole force west to find the Soviet base as quickly as possible.*

Once you reach the base, you can do almost anything you wish. Resistance is light, and most attacks come from small groups of Lashers or Initiates. Send Conscripts into the buildings around your base and continue to build more infantry to garrison additional buildings. Move your large force of tanks north from

the western side of your base to take out the Grand Cannons. Build a couple of tanks to replace your losses as needed, and keep the tanks moving north. Clear the beach north of your base.

If you've lost your Naval Yard, rebuild it and create a single Amphibious Transport. When it is built, move it toward your base and place Boris inside it. Sail the Transport to Alcatraz and let Boris get to work. He can take out the enemy troops in just a few seconds, then he can call in an air strike on Yuri's facility. The MiGs that fly in destroy the building in their first salvo, which successfully ends the mission.



When you reappear in the right time, the Allied compound is still there, but it doesn't have much in the way of defense.



Reach the Soviet base as quickly as possible and start producing the units you need to complete the rest of the mission.

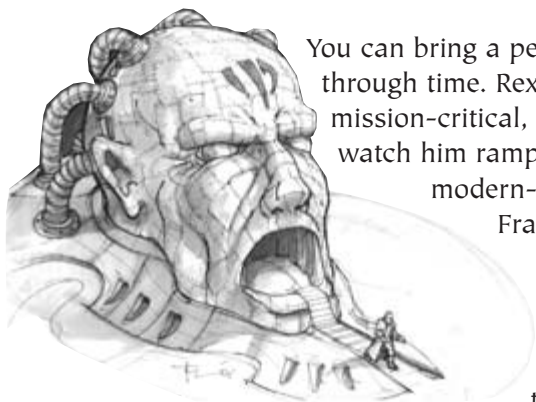


Send Boris to Alcatraz in a Transport and have him kill the units here.



A single air strike of MiGs destroys the Psychic Dominator.

TIPS FROM THE DESIGNERS



You can bring a pet dinosaur back through time. REXY the T-rex isn't mission-critical, but it's fun to watch him rampage through modern-day San Francisco.

To do this, you must do several things very quickly at two key points.

The first comes when your reinforcements are brought in.

You have a few seconds to grab one of the departing

Transports as soon as you regain control of the game. Click on the Transport and move it slightly; it stays on the map. Leave it where it is—it's perfectly safe.

When you go back to the Jurassic Period, select the Transport and move it northwest. A small island has a

dinosaur trapped on it. Move the Transport next to the dinosaur, and you have rescued it. REXY the dinosaur is now a friendly unit. Don't place him in the Transport, but do move the Transport next to him and select him with the cursor. It takes about a minute to find

REXY, and you're only in this time period for about 75 seconds, so act quickly.

When you return to the time you intended to reach, the Transport is gone, but REXY is a part of your force. Use him to take out the Patriot Missiles around the Allied base. He's very useful and difficult to destroy, plus how many people can claim to have a pet Tyrannosaurus rex?



Grab this Transport before it exits the map.



Send the Transport northwest to find this small island. Click on REXY, and he becomes a friendly unit.



Now you have a pet dinosaur for the rest of this mission.

Mission 2: Déjà Vu

Premier Romanov has been freed and has learned of his future. Naturally, he'd like you to change the outcome of the war. Romanov wants you to go to Germany and destroy Einstein's laboratory and all of the doctor's research on the Chronosphere. With this weapon destroyed, the Allies can't stand in the way of the Soviet advance. Taking out this research facility now will give the Soviets victory in the war against the Allies and put the Soviet army in position to crush Yuri's forces.

You may remember this mission from *Command & Conquer: Red Alert 2*. It's essentially the 10th Allied mission, but this time, you play it from the other side. First wipe out the three small Allied outposts. You have a force in position for each outpost. Use the V3 Launchers to do most of the dirty work. Target barrels when you can.

Otherwise, hit build-

ings first to prevent counterattacks, and use any other units you have to target the Allied units. When all three outposts are destroyed, move all of your forces toward your central groups, consolidating everything near the site of the middle Allied outpost. Your reinforcements, including the MCV, appear here.



Use the V3 Launchers to take out the three small outposts. This should take only a couple of salvos for each group.



Send a Flak Track to the south and you can start mining ore immediately by capturing this Refinery.

TIP Jump-start your economy by sending one of the Flak Tracks from your southernmost group to the map's bottom edge. Capture the dilapidated Allied Refinery here with the Engineer inside the Flak Track, and garrison the Conscripts in a nearby tent. Reinforce this position as soon as you can, or at least put up a few Sentry Guns to stop Allied incursions.

As quickly as possible, build up to a Battle Lab so you can produce Apocalypse Tanks. These and your V3 Launchers are the keys to success. Build a few defenses and some additional Flak Tracks and Rhino Tanks to protect the base, but bend most of your efforts toward producing six Apocalypse Tanks.

This takes time, and you're frequently attacked by the Allies. Most of the attacks are pretty small, and a couple of well-placed Battle Bunkers can handle them. The more serious assaults are those that use the Chronosphere. Keep a good force of vehicles near where the Allies chrono in—they always appear in the same area. With a large enough force, you can handle them before they get off too many shots.

TIP Watch out for Harriers. Group your Flak Tracks near the front of your base to shoot them down as they approach. Place a Flak Cannon or two near the front of the base as well.



Allied units attack often. Your units can easily repel these attacks.

Once you have your group of Apocalypse Tanks, it's time to take care of the central Allied base. The next step is time consuming and sometimes frustrating, but it works. Essentially, you're going to bomb this forward Allied base back into the Stone Age over and over. As you are taking out Allied structures, the Allied Construction Yard is busy replacing them. The trick is to destroy the enemy buildings faster than he can create them. You have to destroy the same ones repeatedly, but stick with it.

Use the Apocalypse Tanks as a protective screen for the V3 Launchers, placed on the ridge north of the Allied base. From here, the V3s can target a large percentage of the Allied structures without having to move.

TIP Don't forget that the Allies chronosphere troops into the heart of your base at regular intervals. Place some units and a Sentry Gun or two near your critical structures to prevent a damaging sneak attack.

Have the Apocalypse Tanks ready to move quickly, and when you get an opening, take it. Always have the V3s strike Power Plants first, followed by Prism Towers and Pillboxes. Your main goal is to move the Apocalypse Tanks in to take out the Construction Yard. The Prism Towers need to be down so that your Apocalypse Tanks survive.



Allied units guard the pass to the cliff overlooking the central base. Take them out with Apocalypse Tanks and Flak Tracks backed up by V3 Launchers.

SOVIET MISSIONS

Destroying the Construction Yard means all losses are now permanent. It shouldn't take long to mop up. To gain some Allied structures, move in a Flak Track filled with Engineers and take what you can. The Allies counterattack swiftly and aggressively to destroy any buildings you capture.

With the central base either destroyed or in your control, the actual goal of the mission remains: Einstein's lab and the Chronosphere itself. If you've destroyed the central Allied base, you're set to finish the mission. If you took the Allied buildings, reinforce the area before completing the mission.

In either case, the tactic is the same. When you're prepared, send your Apocalypse Tanks and V3 Launchers to the map's southwest corner. Once again, attack with the V3 Launchers with the protection of the Apocalypse Tanks. Have the V3s move down into the corner while the Apocalypse Tanks stay back and protect their fragile cousins.



The V3s have plenty of targets to fire at. They should take out two or three for every one the Allies can replace.



When you see a gap in the Allied defense, take advantage of this with the Apocalypse Tanks.

TIP The central Allied base concentrates its defenses toward the front on a direct path from your base. Loop some units around from the back by following the road to the west of your base. The defenses at the back of the base consist of a few Pillboxes and Patriot Missiles, which a force of Apocalypse Tanks and V3s can destroy with ease.

TIP If you want to give the Allies more to contend with, garrison some chalets and buildings along the map's left. Near the southwest corner on the cliff overlooking the road is a Tech Outpost. Capture this with an Engineer for its ability to repair your vehicles and as a way to snipe at incoming Allied Chrono Miners attempting to mine the ore field here.



A few Engineers can turn this Allied base into a number of useful structures.

Except for occasional targets for the tanks, you can use V3 Launchers for most of the rest of the mission. Again, you must destroy an enemy position that constantly rebuilds itself. Don't worry. With a good group of V3s, you have enough power to handle the job.

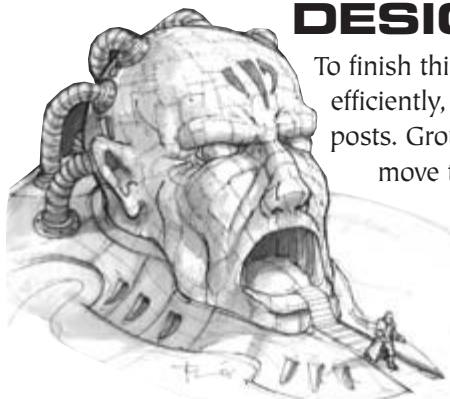


Use V3 Launchers to hit the structures from behind the base.



With Apocalypse Tanks guarding the V3s, it's only a matter of time before the critical structures are destroyed.

TIPS FROM THE DESIGNERS



To finish this mission quickly and efficiently, ignore the border outposts. Group all of your units and move them straight west along the map's top edge.

Use your Flak Tracks and Rhinos to push back any Allied resistance.

Once you find the road leading southwest, follow it, keeping all your units west of the road. Allied Mirage Tanks wait to ambush you near the map's center, but if your units are across the road, you're out of their range. Head to the southwest corner and set up your V3 launchers in position to strike at the critical structures. Deploy all of your units from the Flak Tracks and set up your Conscripts, Flak Tracks, and Rhinos in a defensive position on the road northeast of the V3s.

Because you moved so quickly, the Allies have not had time to protect Einstein's lab or the Chronosphere. The two structures are virtually defenseless. A couple of quick strikes with the V3s should take out both buildings and end the mission immediately.



You don't even need to build a base to complete the mission.



Send your starting force to the southwest immediately and use the V3s to hit the Chronosphere and lab before defenses are built.

Ignore the Power Plants entirely and go for the Patriot Missiles first. This keeps the enemy from shooting down your missiles as you go for the main targets. Once most Patriot Missiles are gone, use the V3 Launchers to take out groups of IFVs in the area because these pose another major threat to your missiles.

Once all of these are gone, your missiles should have a good chance to destroy both targets in just a few rounds. Target one of the two buildings and launch. If you've taken out most of the Allied anti-air, it should take only a single salvo. When the first building is destroyed, target the second. Break off these attacks only if more than half of your V3 missiles aren't reaching the target. If this happens, switch the V3s to take out more anti-air units and structures, then return to the job at hand.

When both buildings are destroyed, the mission is over. The Allies have been dealt a serious blow. With any luck, the blow will prove crippling.

Mission 3: Brain Wash

The strike against the Allies has been exactly what the Soviet war effort needed. With their secret research destroyed, the Allies can no longer stand up against Soviet might and have surrendered. Now the Allies fight alongside the Soviet Army in their quest to destroy Yuri, the traitor to the Soviet people. This has happened not a moment too soon—Soviet operatives have detected another Psychic Dominator, this time in London. Your job is to destroy the Dominator before Yuri can bring it online. Yuri is currently controlling an Allied base in the area with a Psychic Beacon. If you can relinquish his hold on the Allies, you can add their forces to your own.

After Yuri issues his latest plea for your surrender, start your campaign against the small Allied base. Move Boris to the bridge leading across the river to the north. Boris can destroy two Grizzly Tanks here. While you're doing this, build a few Engineers and send them east. There's an Allied Refinery in the southeast corner of the map complete with a Chrono Miner. Take this for the additional funds it produces. Also create a large group of Conscripts. Take about half to the east and garrison a building or two north of the Refinery. Yuri has a small outpost here using a Grinder on civilians for the additional funds. You'll deal with this in a minute.



You don't have a large starting force in this mission, and you can't add structures. Make do with what you have or steal what you need.

TIP Want a quick jump on your economy? Destroy a part of the Globe Theater, the building just north of your base, to find a money crate in the courtyard.

Have the other group of Conscripts cross the bridge and move to the right of the Allied base. Go to the map's top, then cut west and garrison the building just north of the Psychic Beacon. Once in the garrison, have the Conscripts target the Beacon and destroy it. This cancels Yuri's control of the Allied base, making it revert to Allied control. Because the Allies have surrendered, it quickly becomes your base, giving you a War Factory and an additional Refinery and Chrono Miner, as well as the ability to produce Allied infantry. Now you can start producing units in earnest.

TIP *Capturing the Allied base also gives you a Navy SEAL and a Sniper on the spit of land along the map's western edge. Have the Sniper grab the money crate on the docks, then move both units to the Allied base. Place them in IFVs to protect them and use them against Yuri's infantry.*

Take the vehicles already in the base and move them out across the bridge toward Yuri's Grinder. This small force should be enough to deal with Yuri's Gatling Cannons. Add a few IFVs and a couple more Grizzly Tanks. Destroy the Grinder here to cut off Yuri's cash supply. Also remove the Bio Reactor. In fact, before you take out the Grinder, destroy the bridge just north of the Grinder to prevent Yuri from reinforcing the area.

While you are doing this, make the Allied Barracks your primary structure and start turning out groups of Conscripts. As soon as you can, build three or four Tesla Tanks as well and move them out of the base to the east, staying on the left side of the river. Once the Grinder is down, send over a pair of Engineers to claim the two Oil Derricks that flanked the Grinder.



Garrison the building just north of the Psychic Beacon and destroy it with the Conscripts. The Allied base falls into your hands immediately.



Yuri has no other source of income beyond the Grinder to the east. Destroying this makes the rest of the mission easier.

TIP *Two more Oil Derricks lie to the north of the Allied base. Claim both for even more cash.*

SOVIET MISSIONS

You don't have a lot of time before Yuri brings his Psychic Dominator to bear on your forces, so start your push toward it immediately. Move in with both Boris and Tanya along with the Tesla Tanks and the group of Conscripts. Have the Conscripts capture a few of the structures along the way and hold them. The closer you can get them to Yuri's base, the better. Meanwhile, have Tanya, Boris, the Tesla Tanks, and any additional IFVs and Grizzly Tanks you created move in from the northwest through the back entrance of Yuri's base. Have these units take out any Gattling Cannons in the area, then concentrate on the Bio Reactors until you stop the countdown of the Psychic Dominator.



Both Tanya and Boris help with breaking into Yuri's base.



If you lose the Oil Derricks near where the Grinder was, don't be too concerned.

TIP Use the Tesla Tanks to distract the Gattling Cannons, then have Tanya run in and use C4 on them to get rid of them quickly. Have Boris stand guard and take out any vehicles and infantry that approach.

Yuri is likely to get off a single blast with the Psychic Dominator. His most probable target is the group of units near the two Oil Derricks. Don't worry if these are destroyed. You're already in position to complete the mission.

Once the power is down, move Boris and Tanya into position to pick off any of Yuri's units that investigate. Send in an Engineer to claim Yuri's Barracks, and another to take the War Factory. The more you can destroy now, the easier the final part of the mission will be. Take out all the Bio Reactors you find to keep the power off in Yuri's base. The worst thing that can happen now is a resumption of the countdown and bringing all the Gattling Cannons around the Psychic Dominator back online.

When you are ready, move in the Tesla Tanks and take out the Psychic Dominator. Because the tanks' shots fire over walls, you won't have any trouble. Boris and Tanya can stand guard, shooting any infantry who intervene.

When the Psychic Dominator is destroyed, Yuri sells off all his items and sends everything he has to rush the Allied base. Boris and Tanya can handle many of these units, and your garrisons take care of the bulk of them. Anything that gets through is likely to be a Slave Miner, which you can take out with base units and the base defenses. The destruction of Yuri's last unit signals an end to the mission and another victory for the Soviet Empire.

TIP Remember that Sniper and SEAL IFV you created when you took the Allied base? Both of these units are perfect for defending against Yuri's final rush.



You can capture Yuri's buildings, but it's not necessary for completing the mission.



Tesla Tanks can shoot over the walls guarding the Psychic Dominator.



Once the Dominator has been destroyed, Yuri attacks with all of his remaining units.

Mission 4: Romanov on the Run

On the way back to Moscow, Premier Romanov's plane was shot down over Morocco. Romanov likely escaped into the city and is hiding out somewhere. Your job is to rescue him as soon as possible and keep him out of Yuri's hands. Should Yuri find Romanov, his fate would be too horrible to contemplate. Move swiftly and eliminate Yuri's forces if necessary. Though Yuri needs to be defeated, Romanov is your main objective.

While the goal is to find and protect Romanov, the Airfield is of primary importance. Without it, you can't get Romanov out. If you can destroy Yuri's base around the Airfield before you find Romanov, you'll have an easy time getting him to safety.

TIP To locate Romanov quickly, send a small group of Terror Drones. They're fast and can effectively kill Brutes, Yuri Clones, and Yuri's vehicles.

Start at your own base. Build up quickly, adding Battle Bunkers all around the base. Load these up with Conscripts to protect the base from ground attacks. Yuri has no air force in this mission, so you're only guarding against ground troops. Add to your safety by adding a group of Attack Dogs in front of your base. These take care of many of the Initiates and keep your vehicles safe from Yuri Clones.

As you add structures to your base, create a group of 20 Conscripts. Have these follow the road out of your base toward the central area. Have them take the first two buildings they come to, garrisoning them fully. These two garrisons prevent a good number of attacks from getting through. Follow up with additional packs of 10 Conscripts, garrisoning as many buildings in the central area as you can. Take those to the northwest as well, and if you can get a few to the southeast, so much the better.

TIP Yuri's Initiates garrison several of the buildings in the middle of town, and automatically garrison another nearby structure if theirs is destroyed. Take as many of these buildings as you can to limit their ability to capture structures later in the mission and make cleaning up the town much easier.

Back in your base, place a War Factory and add a couple of War Miners to your economic efforts. After these, turn out some Flak Tracks and Rhino Tanks for additional base support. However, if your Battle Bunkers are adequately maintaining your defense, funnel money into base expansion instead. The Battle Lab is your ultimate goal.



You don't have much time before Yuri attacks, so set up your defenses as soon as possible.



Capture the two towers outside the central town to cut down on Yuri's attacks at your base.

Once the Battle Lab is placed, create a force of Apocalypse Tanks and V3 Launchers, at least four of each. Move these straight north of your base. You can uncover this area with the Spy Plane, but expect it to be shot down as it passes over the Gattling Cannons. Yuri has a small base in the northwest that's worth destroying. Move the Apocalypse Tanks in to take out the Gattling Cannons in the south and have the V3 Launchers target the Bio Reactors. Wipe out everything, sparing the Battle Lab, Barracks, and War Factory. Move an Engineer in to steal this Barracks, make it your primary building, and build two more Engineers to capture the other structures. With this small advance base, start creating a deadly force to take on Yuri. Build two more Engineers and have them take the two Oil Derricks to the southwest and to the northeast.



Maintaining your defenses is critical. Don't forget to protect the base's sides, because Yuri's vehicles tend to attack your flanks.

TIP Don't take these Oil Derricks until Yuri's northern base is destroyed or you can adequately protect the buildings. He sends units to destroy the Oil Derricks if you leave them unprotected.

With Yuri's advance base gone, tackle the map's center. Move in with your Apocalypse Tanks and V3 Launchers. Have the V3 Launchers target the garrisoned buildings to destroy them while the Apocalypse Tanks take out the swarm of infantry and vehicles coming over the bridge. Your Apocalypse Tanks should be able to handle the constant stream of attacking units, especially once they gain a few veteran levels.



Your vehicles can take out the bulk of this northern base in just a couple of minutes.



Send up an Engineer or two in a Flak Track for a quick capture of Yuri's structures. You may not build his units, but this advance position allows you to bring your units into battle more quickly.

SOVIET MISSIONS

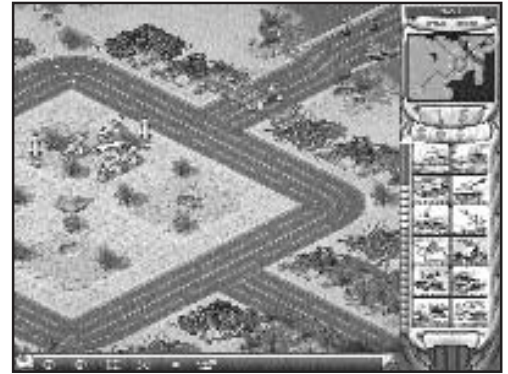
Destroy every central building that you don't control, including the Barracks.

Yuri's Initiates move from building to building, and when there is nowhere for them to go, they retreat to the south-east, garrisoning the structures there instead. Don't worry about them for now.

With your ability to create Yuri's vehicles, build a set of Gattling Tanks and move them in to assist the Apocalypse Tanks. Send these units across the bridge slowly, following along with the V3 Launchers. Have the tanks take out everything moving toward the bridge, especially Yuri Clones and Lashers. Have the V3s destroy the two Gattling Cannons and the pair of Psychic Towers guarding the base's entrance.



Use the same group of V3 Launchers and Apocalypse Tanks to decimate the center of town.



Start a slow push across the bridge. Take care of the advancing enemy units and get close enough for your V3s to strike.



With the defenses at the front gone, nothing can stop you from rolling through the rest of Yuri's base.

TIP Be patient. Gattling Cannons are very good at shooting down missiles but can't deal with large groups of them. Have your V3s launch at the same time, and a few missiles in each salvo should get through.

When these structures are down, move in. Continue to use the V3 Launchers to destroy structures, paying special attention to the Construction Yard and the Barracks. Move in slowly, always conscious of additional Yuri Clones and Psychic Towers. This mop up shouldn't take long. When Yuri's last building here is destroyed, the Airfield will be clear. Now all you have to do is find Romanov.

There's only one place Romanov can be: the buildings in the southeast. Move your Apocalypse Tanks, Gattling Tanks and V3 Launchers into this area and destroy the garrisoned buildings. Eventually, only one structure will remain. It's on the corner of the road and has a red roof. Move a unit close to it, and Romanov appears. Mop up the remaining Initiates with the tanks and get Romanov out of the structure. Send down a Flak Track to assist him in his trip to the Airfield.

Once Romanov appears, send him up to the Airfield. Yuri's forces should be eliminated either completely or virtually so. Once Romanov reaches the Airfield, a helicopter flies in to take him to safety, ending the mission.



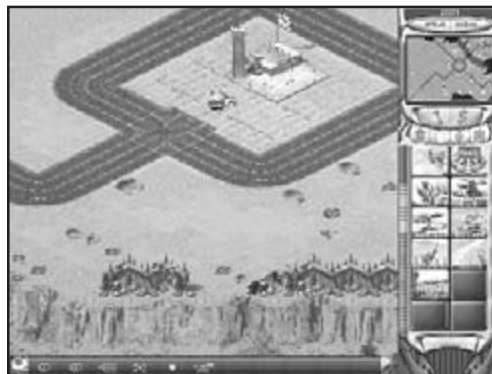
Use the V3s to flush out the Initiates, then chase them down with your other units.



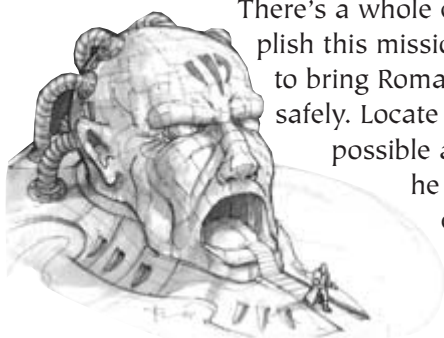
Move a unit close to this red-roofed structure and Romanov appears. Now get him to the Airfield.

NOTE Yuri's Initiates will not garrison the structure that Romanov occupies.

The mission ends once Romanov gets to the Airfield.



TIPS FROM THE DESIGNERS



There's a whole different way to accomplish this mission if you can manage to bring Romanov back to your base safely. Locate the Premier as soon as possible and use the technology he gives you to increase the effectiveness of your Demolition Trucks.



Using the Iron Curtain on your Demolition Trucks allows you to position them where they can do the most good.

TIPS FROM THE DESIGNERS CONTINUED

Start by creating a force that can take out Yuri's units patrolling the area around Romanov's location. Attack Dogs work well against the Yuri Clones while a couple of Flak Tracks can handle the Brutes. Clear everything out and put Romanov into one of the Flak Tracks to get him back to your base. When rescued, Romanov gives you the plans for the Iron Curtain. Build one as soon as you can. You'll also gain the services of a trio of Desolators.

Use the Desolators to guard your base entrance. This stops the constant flood of Yuri's Initiates and Yuri Clones into your base and gives you the freedom to plan your next attacks. Create a force of Demolition Trucks and get them ready to move out.

When the Iron Curtain is ready, move your Demolition Trucks toward the central town. Remember to undeploy the Desolators and wait until the radiation dies down to move the trucks through the area. Use the Iron Curtain on the Demolition Trucks and send them next to the Gattling Cannons. It takes several to destroy this entire area. Prioritize taking out the Barracks. When under the effects of the Iron Curtain, the trucks are immune to damage and to being captured by Yuri Clones. As soon as the effects of the Iron Curtain wear off, the Gattling Cannons will destroy the trucks, causing a massive explosion that destroys the bulk of this small base.

With this base cleared out, move the Desolators toward the bridge and deploy them here, killing all the units crossing toward your base. Three Desolators together should destroy everything in the area including Lasher Tanks and Gattling Tanks.

Again, prepare a large force of Demolition Trucks and get them ready to move out. When they are set, move them toward the bridge, but keep them out of range of the Desolators' area of effect. When the Iron Curtain is ready again, use it on the Demolition Trucks and drive them across the bridge. Place them next to the Gattling Cannons and Psychic Towers guarding the entrance to the base. When the Iron Curtain wears off, you can expect to lose a couple of the trucks immediately to the Psychic Towers and Yuri Clones, but Yuri cannot capture all of them. As soon as one truck is destroyed, all of them explode, creating destruction in a massive radius, wiping out all of the defenses.

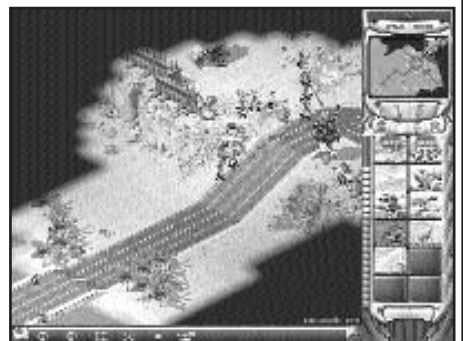
Now move across the bridge with a force of V3 Launchers and Apocalypse Tanks to finish off the rest of this base. When the area is clear, send Romanov over in his Flak Track and deploy him at the Airfield to finish the mission.



A few bursts of Gattling Cannon fire on a Demolition Truck, and the center of town becomes a radioactive wasteland.



The Desolators prevent anything of Yuri's from crossing the bridge.



The first Demolition Truck blows up, taking a Gattling Cannon and Psychic Tower. When the other trucks are destroyed by the radiation, the front of Yuri's base will be decimated.

Mission 5: Escape Velocity

Yuri is building a fleet of Boomers in the South Pacific. With these submarines, Yuri can siege virtually any coastal city in the world because the subs carry ballistic missiles. Your job is to destroy his Submarine Pen and shut down his facilities.

When you arrive, you are given a choice of three potential landing zones: one in the northwest, one in the northeast, and one in the southeast. The northeastern one is the closest to you and is the easiest one to get to. Move forward with your ships, leading with the Giant Squids and Attack Subs to interfere with the Boomers. Quickly land the Transports and set up your base.

TIP *Your best second choice for a landing zone is the one in the southeast. While it is more difficult to get to, it offers better access to Yuri's Submarine Pen. Holding this area and attacking with a large naval force is very effective.*

Yuri has little bases all over the islands, including directly south and on higher ground of your position. You're out of range of his weapons now, but build up quickly. You need Battle Bunkers all over this new base, so start placing them immediately and load them up with Conscripts as soon as you place them. When your Barracks is placed, create additional Conscripts to fill up the Bunkers. Make a pair of Engineers and load them into a Flak Track.

To the west of your base, across the ore field, you find an Oil Derrick. Drive over the fence with the Flak Track and take it with one of your Engineers. Build a Battle Bunker here and fill it. Do the same thing to the second Oil Derrick southeast of your base, but place additional Battle Bunkers, as this is one of Yuri's main attack routes.

TIP *Take the Oil Derricks immediately. The ore in the immediate vicinity dries up quickly, and the Derricks provide a major source of income until you can spare the units to capture another landing zone.*



The pings in the radar map show the locations of a few Boomer Subs. Your safest path is to take the closest landing site.



Nab both Oil Derricks near your base as soon as you have Engineers to take them. Use Battle Bunkers to defend both from Yuri's attacks.

SOVIET MISSIONS

Now that the base area is secure, start to build up your forces and your base. You need everything, including a Naval Yard and a Battle Lab, as quickly as you can get them. A Service Depot is also beneficial. Create a force of V3 Launchers to attack the position just south of your base, as well as a group of Apocalypse Tanks to protect them.



Yuri's Slave Miners are one reason you need extensive defenses around your base.



Siege Choppers and V3 Launchers can handle this entire base.

Once you place the Battle Lab, you gain access to a new unit: the Siege Chopper. This is a flying unit, capable of splitting most infantry while airborne. When deployed, it has a very good range and is effective against anything it strikes. However, it is vulnerable to Yuri Clones when deployed. Make a flight of these units and group them. Use them to clear out the area to the south, being careful to pull them back when Yuri moves in Gattling Tanks.

TIP A force of Siege Choppers to destroy Brutes, Viruses, and Yuri Clones is extremely helpful. Keep them out of range of Gattling Tanks and Cannons.

The large Yuri statues are the equivalent of Prism Towers, so be careful around them. Use the Siege Choppers to take them out, and do so mainly from the air so that they're protected against the statues' attacks. Just clear the area around your base. For now, ignore the ones you spot farther inland with the Spy Plane.

While holding off Yuri's forces, build some additional Attack Subs and place them west of your Submarine Pen. These protect your base against Yuri's Boomers, which attack periodically. Also create an MCV and an extra Apocalypse Tank and place both in a Transport.



Now that you have a working base, claim a second landing site.

NOTE *If you don't want to build an MCV, create an Engineer instead. Whether or not you build an MCV, you still want the Service Depot to keep your units in top condition.*

Build an additional force of about half a dozen Subs and group them with your Transport. Move this group slowly down the right side of the map to the southeastern landing zone. You face Boomers along the way, but with the number of Subs you have, you shouldn't have a problem dealing with them. Once your Transport unloads, deploy the MCV and build a new Barracks. Use the Apocalypse Tank or the Transport to knock down the fences around the three Oil Derricks in this area and claim all of them with Engineers. By each, place a Battle Bunker or two and fill them up with Conscripts built at your new Barracks.

TIP *If you decide not to use an MCV, place your new Barracks next to the first Oil Derrick you take.*

Essentially, you've built a second base. Add a new Refinery and mine the ore south of the Oil Derricks. Add a War Factory here and make it your primary structure. Build a force of Apocalypse Tanks to help protect the Oil Derricks, setting these by the westernmost Derrick. Create a large group (at least five and preferably more) Siege Choppers as well. When you have the money, make a few Flak Tracks and fill them with Engineers.

Now steal some of Yuri's technology to help your own cause. Build an Iron Curtain, placing it at either of your two base locations. Add some additional Tesla Reactors so that you have a large surplus. Defend your position by placing a Battle Bunker on the higher ground to the left of the first Oil Derrick you've taken in the southeast. Clear a path with the Siege Choppers and fill the Bunker with Conscripts for additional protection.



This secondary base adds needed funds to your coffers and gives you a new position from which to strike at Yuri.



There's enough space on the level above your first Derrick at the new base to place a Battle Bunker.

SOVIET MISSIONS

Now take the battle to Yuri's troops in earnest. Use the Siege Choppers to clear out all of Yuri's units patrolling the path to the statues overlooking your first base. Move up the Flak Tracks filled with Engineers and stop them out of range of the first statue you come to. When the Iron Curtain is ready, use it on the Flak Tracks and rush the statue. Deploy the Engineers and run them all to the statue. You'll lose a few, but one should get inside. This takes away one of Yuri's biggest weapons, and gives you another way to strike at his units as they approach your southern base. Do this with all the statues you can, particularly the ones to the southwest. Taking these guards your flank against all attacks, even Slave Miners.

When you can, either capture or destroy the statues at the highest point of land, southwest of your main base. The Secret Lab here is well worth taking. Get an Engineer inside so you can make Desolators. Add another Barracks and Battle Bunkers to prevent Yuri's forces from retaking the Lab.



Use a force of Siege Choppers to clear infantry from the higher ground to the left of your second base.



Using the Iron Curtain, send a Flak Track toward a statue, then deploy the Engineers and run them inside. This provides an added deterrent to Yuri's troops.



TIP Try to deploy the Engineers north of the structure. They exit the Flak Track to the south. This puts them a little closer to the building and gives them a shorter distance to run.

Now you have a vantage point above the main base of operations, west of the Secret Lab. Getting in is difficult because it is well protected with Gatling Cannons, powerful units, and Psychic Towers. Use the Siege Choppers initially, deploying them on high ground to strike at Yuri's units. If you can take the Oil Derrick just south of the base entrance, you can further stymie Yuri with another Barracks and more Battle Bunkers. Add a War Factory and make it your primary structure.



Capture the Battle Lab using the same tactics you employed to take the statues.

TIP If you can take the statue to the west of the Secret Lab, you'll have a powerful weapon against Yuri's base. If you can't, destroy it and deploy a group of Siege Choppers here to snipe at Yuri's Gattling Cannons and units from above.

Now comes the fun part. Take out as much of Yuri's base with the Siege Choppers as you can, especially his Cloning Vats. This helps stem the massive tide of infantry coming out of the base. At your new War Factory, build Kirovs—you should have a money surplus, so build as many as you'd like. More Siege Choppers can't hurt, either.

With Siege Choppers deployed to take out Yuri's attacking units, move in with Desolators. Take them in slowly, being careful not to deploy them where their radiation will damage your own units. Don't take them in too far—keep them out of range of the Gattling Cannons.

When your Kirovs are ready, send them in. Kirovs are slow and the area is blanketed with Gattling Cannons and Tanks, so you'll draw heavy fire. Don't worry.

Destroy everything

you come to, paying particular attention to the Gattling Cannons and Psychic Towers. Destroy Bio Reactors as well. Keep the Kirovs flying around the main base area. There's no need to venture north of the base. Instead knock out everything inside the base itself.

You find a strange structure in the ground. You can't capture it with an Engineer, and you can't destroy it. Don't worry about it now. Use the Kirovs to find the two statues just south of Yuri's extensive array of Bio Reactors and destroy both of them. Yuri's Submarine Pen is nearby; destroy it with your Kirovs.

TIP Remember, you can also move in with your Attack Submarines. They can sneak in under Yuri's statues and destroy the Submarine Pen.



Capture this Oil Derrick just south of the entrance to Yuri's base. Build a few structures here to greatly reduce the time it takes to get your troops to Yuri's base.



Siege Choppers on the cliff above Yuri's base can further clear out the entrance, allowing you to sneak in some units.



Move your Kirovs to target all Yuri's base defenses. Make Gattling Cannons and Psychic Towers your priority.

Once the Submarine Pen is destroyed, the strange building comes to life and a huge rocket comes out the top. Evidently, it's some sort of launching pad for an outer space vehicle. Romanov would love to know where the rocket is designed to travel. You'll get the chance to find out very soon. Destroying the Submarine Pen triggers the end of the mission. It's time to find Yuri's real secret base.



The purpose of this odd building in the middle of Yuri's base becomes apparent at the end of the mission.



The Submarine Pen is just to the right of this statue. Don't worry about the statue itself—it can't hit your Kirovs.

TIPS FROM THE DESIGNERS



There's a quicker way to take out the Submarine Pen. Create a large force of Attack Subs and guard them with a couple of Giant Squids to scout the way. Create a series of Battle Bunkers around your base to

stop Yuri from destroying your base, then turn all of your attention to your navy.



Move out with a team of Attack Subs and Giant Squids.



A small group of Subs can destroy the Submarine Pen quickly.

Send the Squids and Subs down the map's right side, looping around the island at the bottom, and move the entire force toward the suspected location of Yuri's Submarine Pen. You fight a few Boomers along the way, particularly at the lagoon entrance. Stay to the left in this area, or the Subs will be attacked from the statue to the right. With the Boomer force eliminated, send the Subs in to reveal the area around the Submarine Pen. Even four or five can take out the Sub Pen, ending the mission immediately.

Mission 6: To the Moon

Yuri's rocket is programmed to fly to the moon. You'll head up in the rocket to determine exactly what Yuri is doing up there. Your task is to find and destroy Yuri's Command Center. When his Psychic Dominator network is activated, he and an army of clones retreat to this base. Destroy it to prevent his eventual occupation here.

Because this mission takes place on the moon, there are a number of substantial differences from a normal mission. First, all of your infantry are called Cosmonauts. They are essentially Rocketeers in terms of their abilities and immunities. There is no ore on the moon. You start with 70,000 credits and have no way to mine for more. Use your money carefully and keep your units and structures safe. Because you have only airborne infantry, Battle Bunkers are useless. For base defenses, rely on Sentry Guns.

NOTE *Cosmonauts are essentially the equivalent of Allied Rocketeers, including the production cost of \$600.*

Yuri's infantry operates under the same limitations, which means you can expect constant aerial assaults, including Floating Discs. The solution is anti-air defense. Flak Tracks and Flak Cannons are important. To defend against the Master Minds and Magnetrons, infantry and stationary base defenses are your best choice.

Start by deploying your MCV near where it appears. You don't have to create a Refinery, so immediately build a Tesla Reactor followed by a Barracks. As soon as you can, bring a Radar and War Factory online as well. Because you don't have money problems, build on all of your tabs at once. Add about half a dozen Flak Cannons, making sure to keep enough power in your base. Place Sentry Guns around your base to guard against incoming vehicles.

NOTE *Because of the limitations of working on the lunar surface, you can't use Engineers. Fortunately, neither can Yuri. You also cannot build and garrison Battle Bunkers in this mission.*



You must do without many of the units and defenses you have depended on to this point. Don't worry—you can still win the mission.

SOVIET MISSIONS

Yuri attacks using his own Cosmonauts, Gattling Tanks, Lashers, Master Minds, and a few Magnetrons. Use your Cosmonauts to handle the Master Minds and Magnetrons. The Flak Cannons placed around your base can take on Yuri's infantry. Sentry Guns as well as Rhino Tanks pound his Gattling Cannons and Lashers. Add a Service Depot as soon as you can to repair your vehicles between battles. Because your funds are limited, anything you can do to maintain your force is worth it.

Build a team of 15 or 20 Cosmonauts. It's expensive, but it will pay dividends soon. Move the entire group up the map's left side until you find Yuri's small base. You will have to fight Yuri's Cosmonauts, and a single Gattling Cannon in the base's center provides defense. Keep your troops away from the Gattling Cannon and have them destroy the Psychic Towers ringing the base. When these are down, move in a group of Rhinos and Flak

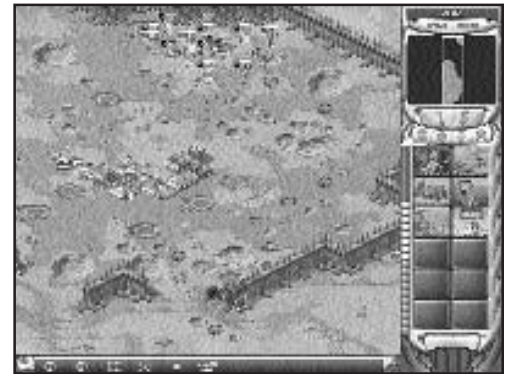
Tracks to destroy the rest of the base. When all of the structures have been destroyed, you receive a money crate worth an additional \$5,000.



You can't miss Yuri's first base. The map is very narrow, so your Cosmonauts may spot it just by exploring the area.



Once the Psychic Towers are gone, move in with vehicles to destroy the Gattling Cannon and then the rest of the base.



Your reward for destroying this first base is a money crate and a reduction in Yuri's attack on your own base of operations.

TIP *It's tempting to send up a Flak Track with the Cosmonauts to handle Yuri's infantry. Don't do it! If it's taken by a Psychic Tower, you'll have a serious threat to your own infantry.*

Back at your base, add a few more Tesla Reactors and build a Battle Lab. You can create both Apocalypse Tanks and Tesla Tanks now, so build a force of them. Take your surviving vehicles from the assault on Yuri's first base and repair them, then add them to the new Tesla and Apocalypse Tanks. Send this large group up the right side of the map.



Floating Discs are a real problem. If they drain your power, they'll shut down your Flak Cannons, making them even harder to destroy.



Lead with vehicles at the base on the right. When you find the Psychic Tower, rush it with vehicles in your attack force.

The base here is the opposite of the first base you destroyed. It is ringed with Gattling Cannons and has a single Psychic Tower in the center. Your vehicles should have little trouble destroying the Cannons. Once you have cleared a path in, send everything at the Tower. It can only capture three of your vehicles, and the others can destroy it quickly before the units Yuri subverts can do much damage. Destroy everything in the area and you receive another crate worth \$5,000.

TIP *Apocalypse Tanks are doubly valuable because of their anti-air capabilities. Leave your Flak Tracks as additional base defense if you wish.*



SOVIET MISSIONS

All that remains is Yuri's main base, which occupies the map's entire top section. Again, repair the vehicles that have been damaged and replace any losses. Add more Cosmonauts to the force as well, bringing your total of infantry back to about 15 or 20. Create a sizable force consisting of at least three of each vehicle, preferably more, especially of Flak Tracks and Apocalypse Tanks.

Move the force up the map's right side, mainly because many of your units are already in position. This main base contains both Psychic Towers and Gattling Cannons. The Cannons are outside the base. Use your Apocalypse Tanks to deal with them, then scout carefully with your Cosmonauts. The interior contains additional Gattling Cannons; your Cosmonauts don't have a chance against these. Instead, rush in with your vehicles.

TIP Consider repairing your badly damaged vehicles before tackling Yuri's main base.

Remember that Psychic Towers can control only three units at a time. Master Minds can control more, but as soon as they take more than three, they take damage. Move all of your vehicles in aggressively, the way you did at the second base. Concentrate your fire on the mind control devices to minimize the time your units are under Yuri's control. When the northeast corner is clear, destroy Yuri's headquarters.

To complete the mission, you must destroy the rest of Yuri's structures and forces. Eliminate the Construction Yard, left of headquarters. This prevents Yuri from replacing any structures you destroy. Keep moving, having the vehicles wipe out Gattling Cannons and rushing any Psychic Towers you find. Keep your Apocalypse Tanks in the back where they can still strike enemy targets but not come in range of the Towers. Have your Cosmonauts follow behind, mopping up any of Yuri's infantry who appear when a building is taken out.

TIP If a unit is taken by a Psychic Tower or Master Mind, your other units immediately fire on their former ally. Don't let this happen.

Concentrate your fire on the Tower or Master Mind to remove its control of your vehicle.



The defenses in Yuri's main base are a combination of Gattling Cannons and mind control. Rush in and destroy the Master Minds, then take out the Gattling Cannons.



This section of Yuri's base is now under your control.



Turn off Yuri's power and the mop up goes even faster.

At this point, it's merely attrition. Bio Reactors should take priority over everything but base defenses. If you take down Yuri's power, quickly move through and eliminate everything. Make your prime targets his War Factory and Barracks, plus the Cloning Vats that appear in several places. Every producing structure you destroy weakens Yuri's position and makes your eventual victory inevitable.

Once you've destroyed everything, don't panic. It takes a few seconds for your victory to be made official. It's time to return to Earth and finish off Yuri once and for all.

TIP *If you take out the Barracks, the Cloning Vats become less of a priority. They produce infantry only when Yuri builds something at his Barracks, and with no Barracks producing infantry, the Vats lie idle.*

Mission 7: Head Games

With both his terrestrial and lunar forces destroyed, Yuri has retreated to his ancestral home in Transylvania. It's unthinkable that he has given up his quest for world domination. He must be stopped now, before he regains his power and influence over the weak-minded.

You must go to

Transylvania and destroy Yuri's forces. Most importantly, you must destroy the castle Yuri has retreated to and kill him. Only then will the world be safe.

You have quite a daunting task ahead of you. In addition to his own technology, Yuri has used Psychic Beacons to control an Allied base to his west and a Soviet base to the east. You'll fight against everything three different armies can throw at you. The solution lies in a couple of quick strikes to help destroy Yuri's income and the judicious use of your super weapons.

Deploy the MCV and start building, adding Battle Bunkers filled with Conscripts all around your base. Add several Tesla Reactors, a Barracks, a Refinery, and a War Factory, producing a few additional War Miners as quickly as possible. Yuri attacks from the air with Harriers, Floating Discs, Rocketeers, and Kirovs, so set up air defenses. A few Flak Cannons and a force of Flak Tracks or Flak Troopers can defend against his air force.



Both the Soviet and American bases are under the control of Yuri's Psychic Beacons. If you can destroy the Psychic Beacons, you'll gain powerful allies.

SOVIET MISSIONS

When you have the Spy Plane, investigate both the map's south-west corner and the eastern edge. In the southeast corner is a small contingent of freedom fighters in the guise of Terrorists and Demolition Trucks. Move a unit over to them and they join your side. Once you capture them, you can build both of these unit types when you have the necessary structures.



Expect Yuri to attack at any time and with a variety of units. Be prepared for incoming enemies from any angle and in any combination.



Collect these units and you can build Terrorists and Demolition Trucks.

TIP The ability to create Terrorists seems like a small benefit, but Terrorists can be very effective. Placing a Crazy Ivan bomb on Terrorists and loading them into a Flak Track makes a devastating explosive. In conjunction with the Iron Curtain, a loaded Flak Track can drive through an enemy base and park next to a Psychic Beacon. Once the Iron Curtain wears off and the Flak Track is destroyed, it will eliminate the Beacon.



Take the two Demo Trucks and move them across the short bridge in the south-west corner. A Grinder just north of here is converting civilians into raw materials. Move both trucks as close to the Grinder as you can. Don't worry that the Yuri Clone here captures one of the vehicles. The other units



Taking out the Grinder to the west gains you a little money and takes a bit away from Yuri.



This Secret Lab gives you the ability to build Grand Cannons. They're expensive, but worth it for long-range strikes.

in the area destroy the second truck, causing a massive explosion that should kill all or most of them and damage the Grinder heavily. Send over a couple of vehicles and finish off the Grinder. You take away some of Yuri's income and gain a crate worth \$2,500.

TIP *The Grand Cannon is a bigger prize than you might first realize. Placing one with a suitable guard near the Secret Lab allows you to strike into the center of the map. Yuri makes his Tesla and Crazy Ivan IFVs here, so you can prevent a lot of headaches for your base and put a dent in his economy at the same time.*

Along the map's eastern edge are two more interesting items. The first is in the small graveyard. Send Conscripts to garrison the crypt here, then send over an Engineer to take the Secret Lab. This gives you the ability to produce Grand Cannons. If you wish, add one or two to your base. While they are expensive and a drain on your power, their range helps keep Yuri's ground forces from attacking.

Northwest of the Secret Lab is another Grinder that isn't heavily guarded. Destroy this, and once again you get a bonus crate with \$2,500.

SOVIET MISSIONS

Around this time, Yuri starts to get creative with his forces. By combining Allied, Soviet, and his own technology, Yuri starts making devastatingly powerful units. His weapons of choice are Crazy Ivan and Tesla IFVs, which he swarms at your base. The Tesla versions are dangerous because of the power of their shot, but it's the Crazy Ivan IFVs you need to watch out for. These kamikaze vehicles can take out a large chunk of your base if they get through your defenses.

With Yuri's two Grinders destroyed, start thinking about your main push into his bases. As you slowly reveal the map with the Spy Plane, two things become apparent. First, Yuri has multiple Slave Miners, Chrono Miners, and War Miners working, meaning that the destruction of the Grinders has put only a very minor dent in Yuri's income. Second, all three of the enemy bases are extremely well defended both from air and ground attacks. The way to break through them is to turn those defenses to your side. Create a few extra Tesla Reactors, and when you have the money to do so, build a Nuclear Silo.



This second Grinder is near the Secret Lab.



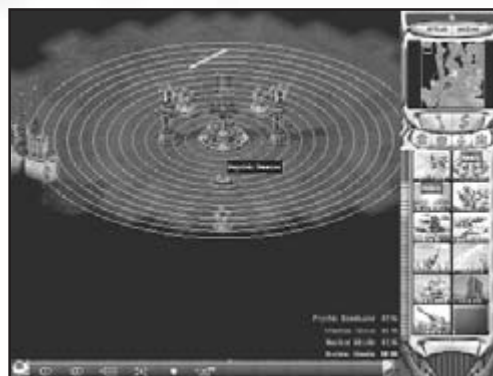
A group of Siege Choppers can damage or destroy Yuri's Tesla IFVs before they get too close to your base.

TIP *You don't have to create super weapons right away if you don't want to. The Soviet Psychic Beacon can be destroyed by sending a group of Siege Choppers up the map's right side and deploying them behind the Beacon. The Allied Psychic Beacon can be taken down with a powerful armor rush.*

Placing a Silo does two things. First, it gives you the first super weapon strike against the enemy bases. It also triggers Yuri to start construction of his own super weapons. He builds four: his own Nuclear Silo, which is placed in the Soviet base (and comes online first), a Weather Control Device in the Allied base, and both a Psychic Dominator and Genetic Mutator in the central base. Because you placed your Silo first, you get the first strike.

As soon as the missile is ready to fire, target the Psychic Beacon at either the Allied or Soviet base. The Soviet missile is the next super weapon to fire, which makes the Beacon in their base a tempting target. However, by taking out the Allied Beacon, you add a whole new set of technologies to your war efforts. Because of this, and because you'll gain control of the Weather Control Device, the Allied Beacon is the better target.

TIP *Because it takes longer to charge up, place the Nuclear Missile Silo before you build the Iron Curtain. If you start on an Iron Curtain as soon as you set down the Silo, you may be able to get them both ready to fire around the same time.*



Target the Psychic Beacon at the Allied base with the missile. This gives you Allied technology plus a pre-built Weather Control Device.

Once the Psychic Beacon is destroyed, all of the structures and troops in that base fall under your control. Switch your primary structures to that base immediately and start building. There are almost no defenses between the back of this base and Yuri's main base, so provide some protection here as soon as you can. Another reason to liberate the Allied base first is because a small group of Prism Tanks can prevent any incursions into the base by Yuri's troops.

NOTE *The other benefit to hitting the Allied base first is that you gain a Weather Control Device, giving you two powerful super weapons. If you take the Soviets first, you get another Nuclear Missile Silo, but this won't double the number of missiles you get or reduce the time between firings.*



Get defenses placed in the Allied base immediately. In fact, you may want to pre-build a Battle Bunker or Sentry Gun to place as soon as the radiation from the nuclear missile dies off.

SOVIET MISSIONS

When the enemy Soviet nuclear missile is ready to fire, Yuri will launch it at your primary base, targeting your Construction Yard. The Construction Yard can survive this attack, but the buildings around it probably can't. You may need to replace a couple of structures after the radiation dies off. Don't use the Force Shield. You may save a few thousand dollars by protecting your buildings, but the lost time on the countdown of your next missile isn't worth it.

Yuri also will hit you with both his Psychic Dominator and Genetic Mutator. In both instances, keep your forces spread out so that these effects capture a minimum of your units. As these super weapons become ready to fire, move everything. Clusters of units are perfect targets for both devices, and Yuri will not hesitate to strike.

TIP *Keep your Conscripts in Battle Bunkers. Disperse your Allied troops so that the Mutator affects only a few at a time.*

Following Yuri's attacks with these weapons, you again have the next attack with a super weapon. This time, take out the other Psychic Beacon, probably the one controlling the Soviet base. Again, as soon as the missile strikes, all of the Soviet units fall under your control. Put up a few defenses between this base and Yuri's, and produce a few units in this base for added protection.

TIP *Battle Bunkers and a Tesla Coil or two are a good choice for defenses here.*

From this point on, you have two basic strategies. The first is to use your super weapons to target Yuri's power supply, hoping to stall his countdowns long enough to use your weapons again. This is a tough way to go, though. Yuri continues to replace his destroyed Bio Reactors as long as he has a Construction Yard. The answer, then, is to destroy his Construction Yard.

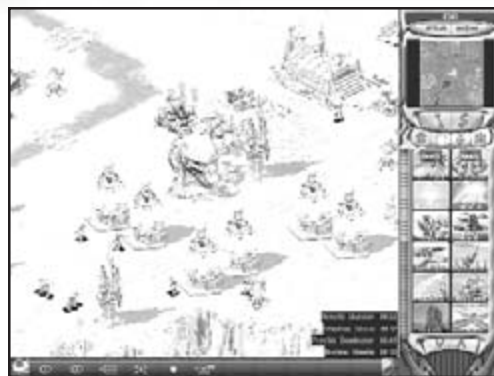


Target the Soviet Beacon with your second nuclear missile. Now you have two advance bases right next to Yuri as well as additional forces and income.

The problem is that no super weapon is strong enough to destroy a Construction Yard with a single hit. Even the most focused weather storm won't take out a Construction Yard, and a direct hit with a missile will damage it badly, but not badly enough. So strike Yuri's Construction Yard with both super weapons simultaneously. Delay the weather storm until your missile is ready to fire, and trigger them both at the same time. They strike within a few seconds of each other. The missile reduces the Construction Yard to about 20 percent of its health. After a few lightning strikes from the storm, Yuri can't replace lost buildings.

You'll still have to deal with the Psychic Dominator and the Genetic Mutator, but with Yuri's Construction Yard out of the way, these two super weapons become less of a problem. Start taking out groups of Bio Reactors. Yuri has conveniently grouped them for you, allowing you to take out as many as half a dozen at a time.

TIP A force of Kirovs is also effective here. While Yuri can target them with his Gattling Cannons, they can soak up a lot of fire and destroy groups of Bio Reactors quickly. Also consider using Kirovs as a diversion to distract the Gattling Cannons while Prism Tanks move in to clear out the Reactors.



You can target groups of Bio Reactors, but Yuri replaces these quickly.



The weather storm finishes off the Construction Yard that was badly damaged by a direct hit with a nuclear missile.

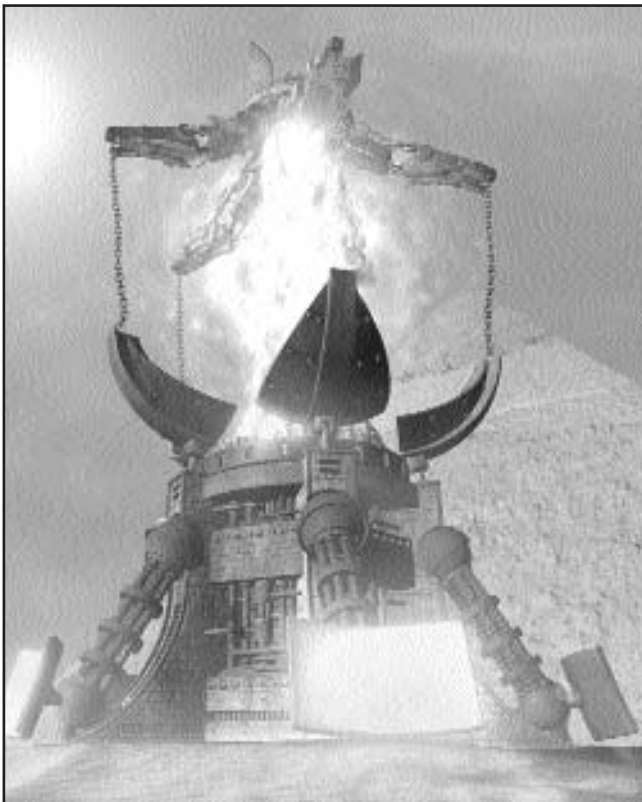
Once Yuri's power is down, move in with Prism Tanks and start mopping up. Take out enemy units primarily, because both the Psychic Towers and the Gattling Cannons should be deactivated. Continue to destroy Bio Reactors to make sure the power stays down. Additionally, destroy Yuri's War Factory and Barracks to stem the tide of his units, particularly Yuri Clones.

SOVIET MISSIONS

The goal is the destruction of Yuri's Fortress. You don't need to completely wipe out his base. Clear the area surrounding the castle and have your Prism Tanks or any V3 Launchers wipe it out. The crumbling rubble is a beautiful sight.

As the castle falls, you get word from Zophia that an energy signal is coming from the basement of the castle. It appears that Yuri has found the time machine you used in San Francisco. He activates the device, escaping into the past. There, Yuri plans to truly control the future by stopping all resistance before it can be developed.

Fortunately, Zophia still has the command codes for the time machine. She releases all the energy reserves into the machine, overloading it with power. When you first used the time machine, the same sort of problem occurred, sending you millions of years into the past. The same thing happens to Yuri, and the machine is out of power, trapping the traitor in the prehistoric past where he encounters something that looks quite a bit like your friend REXY. His threat is ended forever.



Once Yuri's super weapons are gone and his power is down, move on the Fortress.



The Fortress crumbles under your assault. Yuri is finished for all time.

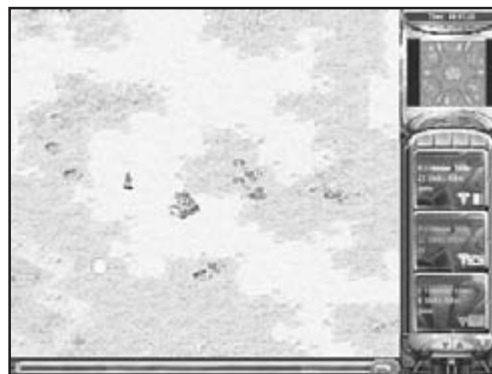
Chapter 8: Multiplayer Games

General Strategies

In any multiplayer game, whether a free-for-all or a game pitting teams against each other, some basic strategies are extremely valuable. While these strategies won't always work, they can end a game in just a few minutes when they do.

The Early Rush

When most real-time strategy gamers think of a rush, they think of a large group of tanks rolling inexorably toward the enemy base. True, this can be effective, but it takes a lot of time to build those tanks, not to mention the huge investment of money. And if the rush is effectively countered by units or base defenses, you're left without much of an army and nothing to show for all that money you spent. However, in the early going, a rush that happens before the enemy is ready for it can take him or her completely by surprise and potentially out of the game.



This series of screenshots tells the story of two rushes. In the first screenshot, a player creates a massive force of Brutes he hopes will decimate an enemy base. Meanwhile, in the second picture, the other player creates a single SEAL IFV. In the third picture, the Brutes leave the first base as the IFV is moved in. Finally, the Navy SEAL stands amid the destruction of the first player's base. With no structures left, the first player is out of the game.

Early on, a rush can be virtually anything, even something as small as a single unit that can sneak into the enemy position and cause destruction. A single Navy SEAL in an IFV, for instance, is an effective rush, as is a Sniper IFV, particularly if an enemy is building a large number of infantry. Likewise, a few Brutes can cause a lot of damage before an opponent can get his or her base defenses up and running. If you can destroy someone's Construction Yard in the beginning, there's nothing he or she can do to remain an effective force. A rush of Engineers has just as much potential. If you can sneak in and steal buildings and sell them, you make a slight profit and cripple your enemy.

Remember the Basics

While not all of the strategies listed earlier apply to multiplayer games, most do. Those that rely specifically on the way the computer attacks and defends don't have much bearing on the way another human player creates a base or plans attacks. Still, many basic single-player strategies apply to multiplayer games.

For instance, maximizing your own economy is a large part of the multiplayer game. One of the reasons an early rush is so effective is that most players spend the first few minutes setting up their base and building a few extra miners to generate income. Just as increasing your own economic production is effective, so is destroying the other player's economy. If you completely eliminate the opponent's income, you stagnate his or her forces, even forcing him or her to sell off structures to generate money.

A few additional basics apply to multiplayer games. You don't need to build walls in the single-player game, but they are important in the multiplayer game for several reasons. Your Construction Yard, power source, super weapons, and Battle Lab in particular are vulnerable in multiplayer games.

Wall off these structures at the earliest opportunity. Keep these buildings behind walls so your enemies can't easily destroy them or take them using Engineers. In short, wall off anything important that doesn't produce units and isn't a Refinery.



Destroying miners is just as important in multiplayer as it is in single-player games.



Walls are important in multiplayer games. If you don't protect your critical structures, you'll lose them.

Along the same lines, base defenses are more important in multiplayer games. In the single-player game, you usually get by with a few low-end defenses and some air defense. The computer attacks with groups of a particular size. For instance, the computer won't build more than one Air Force Command, which means you'll never be attacked by more than four Harriers at a time. Other human players may build multiple Air Force Commands, sending massive wings of aircraft into your base. Additional anti-air units and anti-air defense guard against such a situation.

TIP *This is more serious than you might think. Eight Black Eagles (the Korean special unit) can destroy a Construction Yard or a super weapon with one strike.*

Initial base defenses are important as well. The best way to prevent an early rush is to have a couple of base defenses in place to kill off the rushing units. In the example at the beginning of this chapter, a single Gattling Cannon could have destroyed the IFV or killed the SEAL, stopping the rush before it got started.

Scouting is also significant in multiplayer games. Attack Dogs, because of their speed and low cost, make excellent scouts in the early going. Once your radar map is active, having a large portion of the map already scouted gives you a good picture of the other players' positions. For the Allies, using a Harrier or Black Eagle is a fast, if potentially costly, way to scout terrain.

NOTE *In team games, players can see territory revealed by their teammates.*

Super weapons are often imperative in multiplayer games. Frequently, the game is a race to see who can build and use the first super weapon. The Psychic Dominator, Weather Control Device, and Nuclear Silo are all incredibly destructive. They effectively take a player out of the game or cause so much damage that you only need to mop up. While you can't build up to a super weapon without adding units and defenses, make creating a super weapon one of your main goals.



While one Black Eagle is lost, this attack destroyed the enemy Refinery. More air defenses could have made this attack more costly, or even prevented the loss of the building.



A lone Black Eagle scouts terrain. Watch it carefully to avoid enemy air defenses.

TIP Build your destructive super weapon first. The *Psychic Dominator*, *Nuclear Silo*, and *Weather Control Device* all take 10 minutes to charge, while the other super weapons take only five. If you plan it right, you can fire off two super weapons at around the same time.

Team Games

In team games, your teammate is an ally in every sense of the word. You can build your structures next to his or hers and vice versa. Stay in communication with your teammate to make sure he or she isn't in trouble and doesn't need anything. If, for instance, your teammate has been attacked more than you, help out by putting a few units in his or her base or providing a base defense or two. Keeping your teammate alive is as important as keeping yourself alive. Without your ally, expect to be eliminated quickly.

Allies can peacefully coexist anywhere on the map, sharing ore fields and even jointly attacking enemy bases. Coordinate attacks with your teammate to maximize damage. Gang up on a single enemy to take that enemy out of the game, leaving you with a single outmatched opponent.



The weather storm goes after the Soviet Nuclear Reactor. With luck, it will strip enough power to delay the countdown on the nuclear missile.



This Allied player gets assistance from his teammate in the form of a Gattling Cannon.



This Chrono Miner works the gem field alongside the Slave Miner. These allies gain the benefit of taking the gems together, and the Slave Miner helps protect the Chrono Miner.

As Yuri

The biggest change in multiplayer games is that Yuri's army is available to players. Players of Yuri's army do not get a new special unit the way Allied and Soviet players of a particular nation do. Instead, they have all of Yuri's unique and powerful weapons. A Yuri player can bring a number of interesting strategies into the game.

Magnetrons are an overlooked unit, but they shouldn't be. They can be the deadliest units you possess. The Magnetron's long range makes it valuable against enemy base defenses, but it truly shines both to deter enemy naval action and to destroy enemy miners. A Magnetron can lift a naval unit out of the water, draw it onto land, and drop it, where it is instantly destroyed. This is particularly devastating against an Aircraft Carrier or Dreadnought.

Another function of the Magnetron is to drop any vehicle on terrain that it cannot normally cross so it's destroyed when it hits the ground. This makes cliffs and mesas the perfect place for Magnetrons. Grab an enemy unit, especially a miner, and draw it toward the Magnetron, then drop the unit on the side of a cliff to destroy it. You can even drop units on the drill at the center of ore fields. Just don't leave your Magnetrons exposed. Protect them with Master Minds, Viruses, and Gatling Tanks.



The Master Mind at the center of this group is well protected. If it's moved onto the cliff above its current position, it becomes a deadly weapon.

TIP Capture an enemy miner right when it starts to unload ore, then drop it immediately. This destroys both the miner and the Refinery!

Make Floating Discs part of your attack. Even if a base has some air defense, a group of Floating Discs can break through and shut down the enemy base. This is a great tactic against Allied opponents because it shuts off their Robot Tanks. Make sure you (or a teammate) have an attack ready to go at that base or the Floating Disc will be destroyed by anti-aircraft vehicles or infantry.

When using super weapons, get both the Psychic Dominator and the Genetic Mutator charged up at the same time. Fire the Dominator, which destroys a number of buildings in the enemy base, then use the Mutator to change the infantry released from the destroyed buildings into Brutes. This gives you not only the units you took with the Dominator, but also a powerful infantry force directly in the heart of the enemy base.



One Floating Disc shuts off power while the other drains credits. The attack that hit the base leveled it, making this player's destruction imminent.

Speaking of the Psychic Dominator, when playing against another Yuri army, consider using the Dominator on your own units. The Psychic Dominator makes its targets completely immune to further mind control attempts. This keeps your units fighting for you rather than for another Yuri army.

Don't forget about your Chaos Drones. A great way to start an attack is to get the units guarding an enemy base to attack each other. Use them to guard your own base or important areas by forcing attacking units to go berserk and attack each other.

When you can, have a Psychic Tower queued up and ready to place. Save it for when you are attacked by an enemy force. Place the Psychic Tower in the path of the enemy attack for a quick steal of a few of those units. This quickly turns the tide of a rush on your base into something much more survivable.



A deployed Chaos Drone forces three Grizzlies back to their base.



A quickly placed Psychic Tower scores the capture of an enemy tank.

When you combine technologies with a Soviet player, have him or her use the Iron Curtain on a Master Mind. Because the Iron Curtain prevents the unit from taking any damage, the Master Mind controls a huge number of units without being destroyed, at least as long as the Iron Curtain holds out. With the Iron Curtain active, send a Master Mind into the enemy base, taking as much as you can. With this sudden boost in units already in position in the enemy base, take down a structure or two before the effects of the Iron Curtain wear off and the Master Mind is destroyed. True, this is a suicide mission, but it pays dividends.

As the Allies

Regardless of which Allied army you choose to play, a number of strategies work for you. While the specific units (or structure in the case of the French Grand Cannon) have some particular strategies that work for them, other tactics work for the Allies no matter which army you lead.

Guardian IFVs are powerful and useful. These are excellent against ground targets and can shoot down enemy aircraft. The IFV gives the Guardian GI inside a little more protection and a lot more mobility. Furthermore, cliffs don't affect the range of an IFV, which makes IFVs useful for knocking enemy units off higher ground.

If you place a unit inside an IFV and the unit becomes Elite, deploy it immediately. (The IFV, not the infantry unit, has become Elite.)

Use this to your advantage. Elite IFVs are safe against aerial attacks, handle massive rushes of infantry, and even take out a Lasher

Tank. Another use for an IFV is to place Tanya inside and move her into an enemy ore field. Deploy her after the enemy miners show up and have her destroy them with C4 charges. This is dangerous against Soviet and Yuri armies, but works very well against other Allied armies, partly because Tanya cannot be crushed by enemy vehicles.



Guardian IFVs are an excellent complement to Grizzly Tanks.



Use the Battle Fortress as a transport. Place an Engineer and a few guarding units inside, crush an enemy wall, then have the Engineer take the structure the wall was protecting.

The new Battle Fortress is a great unit. Fully loaded, it's suited for any task. Its ability to house Guardian GIs makes it useful in defending against air attacks, and the fact that it can crush enemy tanks makes it a valuable part of any base defense. The Battle Fortress's ability to soak up damage is useful as well, as is its ability to transport units and crush walls.

The classic Allied unit combination is Prism Tanks accompanied by Mirage Tanks. Mirage Tanks are especially effective in multiplayer games if you sneak them into a location that already has a lot of trees. Place them either on the most logical paths toward your base or near the exits from the enemy base. A few sneak attacks can blunt an enemy rush. The best accompaniment to Mirage Tanks are Prism Tanks. The long range and powerful shot of Prism Tanks make the surprise attack of the Mirage Tank even more effective.

Build Robot Tanks when you face a Yuri opponent. They can take out Master Minds and Psychic Towers. Don't rely on them too much, though. Because they depend completely on the Robot Control Center, your power grid is much more important and a more tempting target. Back up the Robot Tanks in case a Yuri opponent slips a Floating Disc in to shut down your base.



Robot Tanks are useful against Soviet opponents as well.

Don't forget about your air force. Whether building Black Eagles or Harriers, you have a potent weapon in your aircraft. Your jets' quick strike capabilities let you exploit a sudden opening or weakness before your opponent can react. Build multiple Air Force Commands and create additional jets. Massive air strikes wipe out groups of units or several buildings at once, or send a huge force at a single powerful structure to destroy or badly damage it.

An interesting combination with the Allies is to use a Prism Tank inside a Tank Bunker. This is a great combination if you have a Yuri ally. Prism Tanks have a very long range, and placing one in a Tank Bunker makes your base defenses hard to hit from a distance. The major weakness of Prism Tanks is their weak armor, which is overcome by placing them inside Tank Bunkers.



A strike with Black Eagles destroys an enemy Construction Yard. This opponent won't be around much longer.

As the Soviets

The Soviet player can exploit a few unique strategies in multiplayer games, several of which you may have used in the single-player game. Using Crazy Ivan bombs on a group of Terrorists, placing the Terrorists inside a Flak Track, and using the Iron Curtain to get the Flak Track inside the enemy base is a great strategy, but it's difficult to use on a Yuri opponent. Before the Flak Track is destroyed, it gets captured. You don't want to see this weapon rolling back at you. Use this primarily against an Allied foe. Make sure the Flak Track is adjacent to its target. If you're even a little space away from a super weapon or Construction Yard when the explosion goes off, you'll damage, but not destroy, the target.

Battle Bunkers are a good early defense, but don't overdo it. A single fully loaded Battle Bunker costs \$1,000—as much as two Sentry Guns or half a War Factory. Putting down a Battle Bunker or two at the start of a mission helps prevent rushes, but don't place and garrison so many that you don't adequately build up your base.

Desolators are a great way to stop a Yuri player from mining. While they don't do much to the Slave Miner, they are extremely effective against the Slaves. Keep them moving: deploy them for a quick burst to slaughter the Slaves, then undeploy them so they aren't targeted and killed by the Slave Miner. Or keep them undeployed to fire their radioactive bolt at Slaves.



A player sets up a couple of Battle Bunkers in the game's early stages.

Build your Industrial Plant as soon as you can. The price reduction is useful, but the real prize is that you build vehicles faster. Neither Yuri nor the Allies increase their unit production time this dramatically without creating multiple structures. Churning out larger numbers of vehicles means the difference between a victory and a loss.

Your best rushing units are still either Rhino Tanks or Apocalypse Tanks. Both of these units have a lot of armor and pack a good punch. Rhino Tanks are easily overlooked because they aren't as powerful as Apocalypse Tanks, but this is a mistake. Rhinos cost almost half as much as Apocalypses, still do a lot of damage, and soak up a lot of fire. Plus, you can build them early in the mission when a quick rush can pay larger dividends.

Use your Siege Choppers because of their versatility. Quickly Iron Curtain a group of deployed Siege Choppers, undeploy them and move them past enemy air defenses, then redeploy them so they can use their long-range attack on the weaker flanks of an enemy base. This is tricky and requires good timing, but if you do it, you get your Siege Choppers into position to do a lot of damage. Siege Choppers are also a good defense against Rocketeers when undeployed. Be careful of Yuri's Magnetrons, though. These are deadly against deployed Siege Choppers.

One tactic with Siege Choppers is to use them to hop over each other, advancing on an enemy position with a series of short flights. While one group is deployed, another group flies over them and deploys. The first group undeploys and moves forward. This maximizes the strengths of the Siege Choppers by giving one set the long range and the other immunity to mind control and Magnetrons.



A pair of Rhino Tanks targets an Allied Air Force Command. They stand up to the single Gattling Cannon, and when the structure is destroyed, the Allied player loses his or her entire air force.



Don't forget about your own air defense. Siege Choppers are excellent for stopping Rocketeers, but don't do much against Harriers or Black Eagles. Flak Troopers are a good, low-cost air defense.

Appendix

Unit Data

Allied Units

Unit	Cost	Built At	Requires	Use
Aegis Cruiser	1,200	Naval Yard	Naval Yard, Air Force Command	Anti-air
Aircraft Carrier	2,000	Naval Yard	Naval Yard, Battle Fortress	All targets, releases squadron of aircraft to attack selected target, vulnerable to other ships
Allied MCV	3,000	War Factory	War Factory, Service Depot	Noncombatant, deploys into Allied Construction Yard
Amphibious Transport	900	Naval Yard	Naval Yard	Noncombatant, can transport both infantry and vehicles across land and water
Attack Dog	200	Barracks	Barracks	Anti-infantry, immune to mind control, can sense enemy Spies
Battle Fortress	2,000	War Factory	War Factory, Battle Lab	Anti-vehicle and anti-infantry, can hold up to five infantry units that can fire out of Battle Fortress, can crush vehicles and walls
Black Eagle	1,200	Air Force Command	Air Force Command	All targets, more powerful than Harriers, Korean Army in multiplayer gains Black Eagles instead of Harriers
Chrono Legionnaire	1,500	Barracks	Barracks, Battle Lab	Moves by teleportation, units attacked become unable to move or retaliate, vulnerable after moving until fully phased back in
Chrono Miner	1,400	War Factory	War Factory	Noncombatant, used to harvest ore, teleports back to Refinery when full, auto-repairs
Destroyer	1,000	Naval Yard	Naval Yard	Anti-ship and anti-submarine, carries gun for firing at other surface ships and plane for attacking submerged foes



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Unit	Cost	Built At	Requires	Use
Dolphin	500	Naval Yard	Naval Yard, Battle Fortress	Anti-ship and anti-submarine, can force Soviet Giant Squids to release a target, auto-heals
Engineer	500	Barracks	Barracks	Noncombatant, can capture enemy or neutral Tech structures, can be used for emergency repairs on friendly buildings
GI	200	Barracks	Barracks	Anti-infantry, can deploy into defensive position, can garrison structures
Grizzly Tank	700	War Factory	War Factory	Anti-vehicle
Guardian GI	400	Barracks	Barracks	Anti-vehicle, anti-air when deployed, can deploy into defensive position, immune to crushing
Harrier	1,200	Air Force Command	Air Force Command	Aerial unit, vulnerable to anti-aircraft fire
IFV	600	War Factory	War Factory	Anti-infantry and anti-aircraft, can hold one infantry unit, changes function depending on unit placed inside
Mirage Tank	1,000	War Factory	War Factory, Battle Lab	Anti-vehicle and anti-infantry, enemy sees tank as a tree until it fires, allowing for ambushes
Navy SEAL	1,000	Barracks	Barracks, Air Force Command	Anti-infantry, can destroy buildings with C4 charges
NightHawk	1,000	War Factory	War Factory	Transport helicopter capable of holding up to six infantry, invisible to enemy radar
Paratroopers	Free	Tech Airport	Tech Airport or Air Force Command	GIs that can be dropped anywhere on the map, American Army in multi-player gains Paratroopers as a special unit with Air Force Command
Prism Tank	1,200	War Factory	War Factory, Battle Lab	Anti-vehicle and anti-infantry, fires long-range beam of focused light that can strike additional nearby units
Robot Tank	600	War Factory	War Factory, Robot Control Center	Anti-vehicle, immune to mind control, powers down if Robot Control Center is destroyed or loses power

Unit	Cost	Built At	Requires	Use
Rocketeer	600	Barracks	Barracks, Air Force Command	Anti-infantry, immune to mind control, vulnerable to anti-aircraft fire
Sniper	600	Barracks	Barracks, Air Force Command	Anti-infantry, farthest range of infantry available, British Army in multiplayer gains Snipers
Spy	1,000	Barracks	Barracks, Battle Lab	Noncombatant, can infiltrate enemy structures by impersonating enemy units
Tank Destroyer	900	War Factory	War Factory, Air Force Command	Anti-vehicle, weak against infantry and structures, German Army in multiplayer gains Tank Destroyers
Tanya	1,500	Barracks	Barracks, Battle Lab	Hero unit, anti-infantry, destroys structures and vehicles with C4 charges, immune to crushing and mind control

Soviet Units

Unit	Cost	Built At	Requires	Use
Amphibious Transport	900	Naval Yard	Naval Yard	Noncombatant, can transport both infantry and vehicles across land and water
Apocalypse Tank	1,750	War Factory	War Factory, Battle Lab	All targets, massive tank designed for all situations, auto-repairs
Attack Dog	200	Barracks	Barracks	Anti-infantry, immune to mind control, can sense enemy Spies
Boris	1,000	Barracks	Barracks, Battle Lab	Hero unit, Anti-infantry and anti-vehicle, destroys structures by calling in air strike of MiG jets, immune to crushing and mind control
Conscript	100	Barracks	Barracks	Anti-infantry, can garrison structures
Crazy Ivan	600	Barracks	Barracks, Radar Tower	Plants bombs that detonate targets
Demolition Truck	1,500	War Factory	War Factory, Radar Tower	Anti-vehicle and anti-infantry, kamikaze unit that creates explosion and nuclear fallout when destroyed, Libyan Army in multiplayer gains Demolition Trucks



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Unit	Cost	Built At	Requires	Use
Desolator	600	Barracks	Barracks, Radar Tower	Anti-infantry, creates massive area of deadly radiation when deployed, Iraqi Army in multiplayer gains Desolators
Dreadnought	2,000	Naval Yard	Naval Yard, Battle Lab	All but air targets, fires twin missiles that cause significant damage
Engineer	500	Barracks	Barracks	Noncombatant, can capture enemy or neutral Tech structures, can be used for emergency repairs on friendly buildings
Flak Track	500	War Factory	War Factory	Anti-infantry and anti-air, can hold up to five infantry units
Flak Trooper	300	Barracks	Barracks, Radar Tower	Anti-vehicle and anti-air
Giant Squid	1,000	Naval Yard	Naval Yard, Battle Lab	Anti-ship and anti-submarine, can crush surface ships with tentacles, auto-heals
Kirov Airship	2,000	War Factory	War Factory, Battle Lab	Anti-vehicle and anti-infantry, drops massive payload of bombs on target, very slow
Rhino Tank	900	War Factory	War Factory	Anti-vehicle
Sea Scorpion	600	Naval Yard	Naval Yard, Radar Tower	Anti-air
Siege Chopper	1,400	War Factory	War Factory, Battle Lab	Anti-infantry, can deploy into ground-based artillery cannon effective against all but air targets
Soviet MCV	3,000	War Factory	War Factory, Service Depot	Noncombatant, deploys into Soviet Construction Yard
Terror Drone	500	War Factory	War Factory	Anti-infantry and anti-vehicle, enters enemy vehicle and destroys it from inside out, immune to mind control
Terrorist	200	Barracks	Barracks, Radar Tower	Anti-vehicle and anti-infantry, kamikaze unit that creates explosion and nuclear fallout when destroyed, Cuban Army in multiplayer gains Terrorists
Tesla Tank	1,200	War Factory	War Factory, Radar Tower	Anti-vehicle and anti-infantry, can fire electrical bolt over walls, Russian Army in multiplayer gains Tesla Tanks

Unit	Cost	Built At	Requires	Use
Tesla Trooper	500	Barracks	Barracks	Anti-infantry and anti-vehicle, fires electrical bolt, can charge up Tesla Coils to fire farther and when base is powered down
Typhoon Attack Sub	1,000	Naval Yard	Naval Yard	Anti-ship and anti-submarine, surfaces when attacked
V3 Launcher	800	War Factory	War Factory, Radar Tower	Anti-vehicle and anti-infantry, launches massive rocket effective against stationary targets
War Miner	1,400	War Factory	War Factory	Used to harvest ore, armed with anti-infantry machine gun, auto-repairs

Yuri Units

Unit	Cost	Built At	Requires	Use
Amphibious Transport	900	Submarine Pen	Submarine Pen	Noncombatant, can transport both infantry and vehicles across land and water
Boomer Submarine	2,000	Submarine Pen	Submarine Pen, Psychic Radar	All but air targets, effective against ships and submarines, surfaces to fire ballistic missiles at land targets
Brute	500	Barracks	Barracks	Anti-infantry and anti-vehicle, immune to mind control, crushing, and Attack Dogs, auto-heals
Chaos Drone	800	War Factory	War Factory	Creates cloud of chaos gas that drives enemy units berserk
Engineer	500	Barracks	Barracks	Noncombatant, can capture enemy or neutral Tech structures, can be used for emergency repairs on friendly buildings
Floating Disc	1,750	War Factory	War Factory, Battle Lab	Anti-infantry and anti-vehicle, can shut down enemy power grid by hovering over power source, can shut off enemy base defense by hovering over it, can steal enemy money by hovering over Refinery



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Unit	Cost	Built At	Requires	Use
Gatling Tank	600	War Factory	War Factory	Anti-infantry and anti-aircraft, increases damage the longer it fires at one target
Initiate	200	Barracks	Barracks	Anti-infantry, can garrison structures
Lasher Tank	700	War Factory	War Factory	Anti-vehicle
Magnetron	1,000	War Factory	War Factory, Psychic Radar	Drags enemy vehicles toward it with powerful magnet allowing other vehicles to destroy enemy, effective against buildings
Master Mind	1,750	War Factory	War Factory, Battle Lab	Anti-vehicle and anti-infantry Can control up to three enemy units without problem, controlling more than three damages Master Mind
Slave Miner	1,500	War Factory or Con Yard	War Factory or Con Yard	Processes ore to produce money, can be built at either Construction Yard or War Factory, auto-repairs in vehicle mode
Virus	700	Barracks	Barracks, Psychic Radar	Anti-infantry, inflicts victim with deadly virus that contaminates nearby units
Yuri Clone	800	Barracks	Barracks, Psychic Radar	Anti-infantry and anti-vehicle, can mind control one enemy unit, vulnerable to Attack Dogs
Yuri MCV	3,000	War Factory	War Factory, Service Depot	Noncombatant, deploys into Yuri Construction Yard
Yuri Prime	1,500	Barracks	Barracks, Battle Lab	Hero unit, all but air targets, can mind control any ground unit or structure from great range, immune to crushing and mind control

Structure Data

Allied Structures

Structure	Cost	Requires	Use
Air Force Command HQ	1,000	Con Yard, Ore Refinery	Generates radar map, houses up to four Harriers or Black Eagles, produces Harriers or Black Eagles
Barracks	500	Con Yard	Produces all infantry units
Battle Lab	2,000	Con Yard, Air Force Command, War Factory	Allows for unique technology
Chronosphere	2,500	Con Yard, Battle Lab	Allows group of units to be moved instantly across the map
Construction Yard	Free	Allied MCV	Creates all Allied structures
Force Shield	Free	Con Yard, Battle Lab	Protects selected structure(s) from all damage, shuts off power temporarily
Gap Generator	1,000	Con Yard, Battle Lab	Creates shroud around itself preventing enemies from seeing base
Naval Yard	1,000	Con Yard, Ore Refinery	Produces all naval units
Ore Purifier	2,500	Con Yard, Battle Lab	Doubles value of mined ore
Ore Refinery	2,000	Con Yard	Processes ore to produce money
Patriot Missile System	1,000	Con Yard, Barracks	Anti-aircraft defense
Pillbox	500	Con Yard, Barracks	Anti-infantry defense
Power Plant	800	Con Yard	Generates power to run other structures and base defenses
Prism Tower	1,500	Con Yard, Air Force Command	Anti-infantry and anti-vehicle defense
Robot Control Center	600	Con Yard, War Factory	Controls all Robot Tanks
Service Depot	800	Con Yard, War Factory	Repairs damaged vehicles
Spy Satellite	1,500	Con Yard, Battle Lab	Completely reveals map shroud
Wall	100	Con Yard, Barracks	Prevents movement of enemy units
War Factory	2,000	Con Yard, Barracks, Ore Refinery	Produces all ground vehicles
Weather Control Device	5,000	Con Yard, Battle Lab	Creates destructive weather storm



Soviet Structures

Structure	Cost	Requires	Use
Barracks	500	Con Yard	Produces all infantry units
Battle Bunker	500	Con Yard	Anti-infantry and anti-vehicle defense, can hold up to five Conscripts, acts as garrisoned structure
Battle Lab	2,000	Con Yard, Air Force Command, War Factory	Allows for unique technology
Construction Yard	Free	Soviet MCV	Creates all Soviet structures
Flak Cannon	1,000	Con Yard, Barracks	Anti-aircraft defense
Force Shield	Free	Con Yard, Battle Lab	Protects selected structure(s) from all damage, shuts off power temporarily
Industrial Plant	2,500	Con Yard, Battle Lab	Reduces cost and build time of all vehicles by 25%
Iron Curtain Device	2,500	Con Yard, Battle Lab	Makes selected units impervious to damage briefly
Naval Yard	1,000	Con Yard, Ore Refinery	Produces all naval units
Nuclear Reactor	1,000	Con Yard, Battle Lab	Produces significant amount of power
Nuclear Silo	5,000	Con Yard, Battle Lab	Creates nuclear missile
Ore Refinery	2,000	Con Yard	Processes ore to produce money
Radar Tower	1,000	Con Yard, Ore Refinery	Generates radar map, produces Spy Plane
Sentry Gun	500	Con Yard, Barracks	Anti-infantry defense
Service Depot	800	Con Yard, War Factory	Repairs damaged vehicles
Tesla Coil	1,500	Con Yard, Air Force Command	Anti-infantry and anti-vehicle defense
Tesla Reactor	600	Con Yard	Generates power to run other structures and base defenses
Wall	100	Con Yard, Barracks	Prevents movement of enemy units
War Factory	2,000	Con Yard, Barracks, Ore Refinery	Produces all ground and air vehicles

Yuri Structures

Structure	Cost	Requires	Use
Barracks	500	Con Yard	Produces all infantry units
Battle Lab	2,000	Con Yard, Psychic Radar, War Factory	Allows for unique technology
Bio Reactor	600	Con Yard	Generates power to run other structures and base defenses, can hold up to five infantry units to increase power output
Citadel Wall	100	Con Yard, Barracks	Prevents movement of enemy units
Cloning Vats	2,500	Con Yard, Battle Lab	Produces duplicate unit whenever something is built at Barracks
Construction Yard	Free	Yuri MCV	Creates all Yuri structures
Gatling Cannon	1,000	Con Yard, Barracks	Anti-air and anti-infantry defense, increases damage the longer it fires at one target
Genetic Mutator	2,500	Con Yard, Battle Lab	Changes infantry into Brutes
Grinder	600	Con Yard, War Factory	Allows controlled units to be destroyed for cash
Psychic Dominator	5,000	Con Yard, Battle Lab	Destroys buildings, converts units permanently to friendly
Psychic Radar	1,000	Con Yard, Slave Miner	Generates radar map, creates Psychic Reveal
Psychic Tower	1,500	Con Yard, Psychic Radar	Anti-vehicle and anti-infantry defense, can mind control up to three enemy units
Slave Miner	1,500	Con Yard or War Factory	Processes ore to produce money, can be built at either Construction Yard or War Factory, auto-repairs in vehicle mode
Submarine Pen	1,000	Con Yard, Slave Miner	Produces all naval units
Tank Bunker	400	Con Yard	Houses one tank, adds power and armor to unit inside
War Factory	2,000	Con Yard, Slave Miner, Barracks	Produces all ground and air vehicles